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CRASH

ZX SPECTRUM

27



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... LAST TO LEAVE

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This issue...

Indiana Jones 4

There's no film but there's a game and it's looking rather brilliant! CRASH saw it first and you can discover all it's thrills on PAGE 16!

Darkman



A light shines on every man except Darkman! Peculiar, isn't it? Find out why in the full review on PAGE 14

★ Regulars ★

September's trip to Games City...

Game Thrills...page 6

The only cover tape worth sticking in your tape deck! Check out this month's excitement on the Powertape!

- **THE LORDS OF MIDNIGHT** full game from Mike Singleton!
- **THE BOBBY YAZZ SHOW** full game from Cyberdyne!
- **VOICE MANIPULATOR** sound sampler from Julian Spencer!
- **F-16 COMBAT PILOT** Coupé demo from Digital Integration!
- **POKEMANIA** your monthly dose of tips on tape!

game thrills

Bring your speccy alive with another stack of games!

THRILLS ON TAPE

Where to find the action!

SIDE A
Lords Of Midnight
F-16 Combat Pilot

SIDE B
The Bobby Yazz Show
Voice Manipulator 2
Pokemania

Check the inlays for loading instructions. Should your Powertape tape prove faulty, send it in its box to: NEWSFIELD, CRASH TAPE CLINIC SEPTEMBER (92), Ludlow, Shropshire SY8 1JW. A healthy Powertape will wing its way back to you! Please allow 28 days for delivery (though we'll try to be quicker).

The Lords Of Midnight

☆ FULL GAME ☆

★ Originally released in the middle of 1984, *The Lords of Midnight* remains one of the greatest games ever conceived. Never rereleased and never included on any compilation — this is your first chance to play it since its release! Join expert *The Lords of Midnight* player (and the first chap to complete it) Robin Candy as he unravels the mysteries of the lands of Midnight!

The aim of the game is simple: overthrow the evil witchking Doomdark and restore peace to the lands of Midnight.

At the beginning of the game the player controls four characters: Luxor the Moonprince, his son Morkin, Corleth the Fey and Rorthron the Wise. The computer takes the role of Doomdark, commanding 250,000 Iceguard warriors and the dreaded Ice Fear which saps armies' courage and may even cause them to desert to Doomdark's side. The odds don't look good but, with careful planning, it's possible to not only defeat Doomdark but to wipe out the entire Iceguard.

The Free have two distinct advantages in the form of Luxor and Morkin. As a Moonprince Luxor owns the Moon Ring which lends him powers of vision and command. These allow him to command and look through the eyes of the characters on his side. Some characters are individuals and some command large armies.

Other characters can be recruited by using already loyal characters. In a relatively short space of time it's possible to amass quite a large army.

The Moon Ring also acts as a shield against the Ice Fear. The closer a character or army is to Luxor the less will be the demoralising effect of the Ice Fear. There's only one disadvantage: Doomdark can sense the warmth generated by the Moon Ring so always knows the precise whereabouts of the wearer.

Morkin is the only character in Midnight who is able to resist the influence of the Ice Fear thus enabling him to embark on dangerous missions right into the heart of Doomdark's territory without being demoralised.

THE EVIL DOOMDARK

There are two ways to defeat Doomdark. The first is to destroy the Ice Crown, the source of Doomdark's power. This can only be achieved by Morkin. The Ice Crown is located at the Tower of Doom near Doomdark's main stronghold of Ushgarak on the Plains of Despair. This task is more like an adventure and places the emphasis on stealth rather than military might.

The second is to actually seize the Citadel of Ushgarak. This requires many lords, complete with armies, to be recruited. The full scale military campaign is the more difficult and time consuming of the two tasks. However, the flexibility of *The Lords Of Midnight* allows the player to adjust strategies at a moment's notice.

For Doomdark to win he must accomplish two of three goals. Firstly, kill Morkin — as long as Morkin is alive the game continues. Secondly, either kill Luxor or capture the Citadel of Xajorkith (located at the south of the map).

Should Luxor be killed, the player loses control over all other characters except Morkin. Morkin can only regain control over the other recruited characters by finding the Moon Ring. Unfortunately, as soon as Morkin puts on the Moon Ring Doomdark is immediately aware of his whereabouts thus making the quest for the Ice Crown all but impossible.

HOW THE GAME WORKS

The Lords of Midnight boasts 4000 locations and 32,000 different views. The screen displays the eye view from the location of the current character in the direction they're facing. Whenever a character moves to a different location or changes the direction they're facing the screen updates to show the new view.

The game proceeds by day and night. During the day you can move any or all of the characters (along with any armies they control) under your banner. The distance a character can move depends on a combination of the type of terrain they're moving across, their general health plus whether they are walking or riding.

Whenever a character moves N, S, E, or W, they move a distance of one league. If they move diagonally (NE, SW etc) they travel 1.4 leagues. Therefore moving diagonally takes more time and leaves less hours of daylight for the rest of their journey.

Once a character has used all their daylight hours or engaged one of Doomdark's armies in battle, the screen goes dark indicating night. Except under exceptional circumstances, that character cannot do anything until the next day. Once you've moved all the characters you wish, press the NIGHT key. The outcome of any battles is shown at dawn.

THE PEOPLE OF MIDNIGHT

● The people of Midnight can be broken down into three rough categories: the Foul, the Free and the Fey.

The Foul consist of Doomdark's Iceguard riders and warriors. There are 250,000 of these and none of them can be recruited to your course.

There are numerous Lords of the Free. Generally these can be located at citadels in the south of Midnight and some keeps. Any of these Lords can be recruited by Luxor and usually by any other Lord of the Free recruited to Luxor's banner. The Lords recruited from keeps have smaller armies and are less useful in a fight than those from Citadels.

The Fey live exclusively in the forests of Midnight. They don't like to meddle in the affairs of the Free but have no love for Doomdark. The Fey can only really be rallied by other Fey. The player should make this Corleth's task.

The Fey can move through forests far faster than any other characters in Midnight. It's also worth noting that Doomdark's armies are not keen on venturing into forests.

Though Doomdark holds the north of Midnight there are a few Lords who remain firm in that region but

they have to be recruited early on in the game otherwise they'll be overrun by Doomdark's hordes. Of these Lord Dreams (a Fey) is one of the more useful, as is Lord Gloom (a Free Lord).

Other recruitable characters who can help overthrow Doomdark include another one of the Wise, a dragon, a Skulkrin and the Utarg of Utarg.

The Utarg of Utarg is not aligned to either side but can be persuaded to fight against Doomdark by Luxor. However, if the Ice Fear gets too strong he may desert and join Doomdark.

Finally, Midnight is not a land without its own fair share of wild animals. Wolves, dragons and Skulkrin can sometimes get the better of lone travellers.

GETTING STARTED

The game begins with your four characters at the Tower of the Moon, in the Forest of Shadows (western side of the map). It's best to start the game trying to achieve both objectives, that way you keep your options open just in case something goes wrong. The best way for Morkin to approach the Tower of Doom is from the western side of the map. Farflame the Dragonlord and Fawkrin the Skulkrin can aid Morkin in his quest and both of these characters can be located along this route. Farflame can be found at the Tower of Dodrak in the Mountains of Dodrak while Fawkrin is usually to be found wandering around the Plains of the Moon (Moon henge is a good place to look).

It's also worth taking a stroll through the Forest of Lothoril to recruit Lord Lothoril who can provide a small army for Morkin's protection.

The final journey to the Tower of Doom must be made by Morkin alone. Any armies that follow Morkin risk being spotted by Doomdark's forces and putting the mission in jeopardy. When controlling Morkin it's a good idea to avoid fighting anything, from Doomdark's armies to wolves, dragons or Skulkrin.

When embarking on military victory the first thing to do is recruit as many Lords and armies as possible. It's impossible to defend each citadel and keep from Doomdark's forces so for the bulk of the game you're going to have to let Doomdark run amok and seize most of them. This also has the bonus of spreading Doomdark's forces over a wide area.

The best strategy for recruiting a large number of Lords and armies quickly is to split up your characters and send them in different directions. As you recruit more characters send *them* in different directions to recruit other characters. In this way, you can sweep the south of Midnight for characters and armies within a matter of days.

When you feel you've recruited enough Lords and armies, choose a rendezvous point (the Citadel of Ithrorn on the Plains of Ithril is a good one). Rest all your characters here then push on to Ushgarak, making sure to rest your characters at regular intervals so they're prepared for the final fight.

For instance, at the start of the game send Corleth a few leagues north into the Forest of Shadows. Here he finds Lord Shadows — recruit him. Shadows can be used as an escort for Morkin. Then send Corleth to the Forest of Thrall to recruit Lord Thrall and up to the Forest of Whispers to recruit Lord Whispers. Finally onto the Citadel of Ithrorn to await other Lords and armies.

Rorthron should be sent NE to recruit Lord Blood then the pair should then be sent SE to recruit Shimeril. Avoid taking any armies or characters up through the gap between the mountains of Dodrak and Ithril. Doomdark has a huge force stationed here which rapidly advances south, decimating anything in its path.

Someone should be sent to the Citadel of Dreams to recruit Lord Dreams before going to Ithrorn, while the others should go to the Mountains of Kumar to recruit the Lords Marakith, Kumar and Herath. When taking Lord Dreams to the Citadel of Ithrorn, pick up Lord Athoril from the Downs of Athoril on your way.

Luxor should be sent SE to recruit Mitharg then SW to recruit Gard. Now take Luxor E to Xajorkith recruiting, any Lords on the Way.

If you're after a quick military victory, Xajorkith will have to be abandoned. A substantial force is required to defend Xajorkith and leaving such an army behind would severely reduce your effectiveness at fighting through to Ushgarak. However, as Doomdark takes more and more of Midnight, the Ice Fear grows stronger.

Take Luxor through the Forest of Dregrim and recruit the Lord Dregrim before approaching the Utarg of Utarg. Then head on up to Ithrorn.

Once all your armies (or all the armies you're using for the military campaign) have assembled at Ithrorn, spend some time reorganising armies so the bravest Lords have the largest armies.

Once you're completely rested you are ready for the final assault on Doomdark. Good luck — you're going to need lots of it.

CONTROLS

- E/Look Displays the eye view of the current character in the direction they're facing. A few lines of text appear at the top of the screen detailing the location. During the Look option you can turn a character to look in another direction using the compass point keys.
- 1-8/Compass points Correspond to the eight points of the compass. Use in conjunction with the Look option. 1/North, 2/North-east, 3/East, 4/South-east, 5/South, 6/South-west,

Looking around



Mountain: Moving across a range of mountains takes many hours and leaves you exhausted



Citadel: A strongly fortified city which may harbour friendly or enemy forces. Storming a Citadel is a hard task



Forest: Home of the magical Fey. Movement through a forest slows down the progress of both Free and Foul



Tower: The refuges of the Wise. Though impregnable to attack help may be sought at these. It may not always be granted to you though.



Henge: Possess wierd and strange powers which may help or hinder an army



Village: Can offer warmth and shelter if its people prove friendly

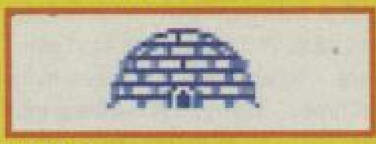


Downs: Slow down travellers slightly and may hide unseen dangers



Keep: The Fortress of a minor Lord. They cannot withstand a determined assault from an attacking enemy for very long

Snowhall: Large structures which offer shelter to many hundreds if



need be

Frozen Wastes: Surrounding the land of Midnight. They cannot be crossed



by Free, Foul or Fey

Ruin: Abandoned fortresses of long forgotten wars. May harbour dark and dangerous things but some offer



protection against attack

Lith: Ancient standing stones often



have magical powers

Lake: Have powers to revive and heal



those who oppose Doomdark

Cavern: Can provide a hiding place but it may already have done so for fouler creatures so watch yourself



here

Army: A friendly army will offer no hindrance to the traveller but a hostile army should be avoided or engaged in battle



78/North-west

- U/Night Press this after you've carried out the day's moves. Doomdark will now make his moves. The results of any battles are shown at dawn.
- M/Select Displays a list of characters under your control, along with the keys to select them. When one of the selection keys is pressed the display switches immediately to the Look option for that character. Luxor, Morkin, Corleth and Rorthron have their own selection keys which are available without the need to press the Select option first. C/Luxor, V/Morkin, B/Corleth the Fey, N/Rorthron the Wise.
- Q/Move Moves the currently selected character one location forward in the direction they're facing. This option is not available if the character is too exhausted to move or the way is blocked by an opposing/unrecruited army or wild animals.
- T/Choose Presents a list of special options not covered by the basic Look and Move keys. What these options are depends on the situation the currently selected character finds himself in. These choices may include search current location, hide (only available to characters without armies), attack an enemy, recruit lord, repair defences and so on. The choices also reflect a character's personality. For instance a cowardly character, may not be willing to attack an enemy even when surrounded.
- R/Think When pressed, most of the screen fills with text. It displays details regarding the character's personality, state of health, location, any army they control, battles they've fought in the last 24 hours and the location immediately in front of them.
- D/Load You're asked if you want to load a previously saved game. Reply using the Yes/No keys. If 'Yes', start the tape that contains the saved data. Once loaded the game will resume at the point at which it was saved.
- S/Save Saves the current position of the game to tape. When pressed a screen appears instructing you what to do next. Once a game has been saved the computer will ask to verify the data. Rewind the tape to the point at which the game was saved and press play. The data for *The Lords of Midnight* is saved with a header so don't forget to label the cassette you're saving it on. It's also recommended to keep separate saved games on different tapes.

The Lords of Midnight contains so much data that there's no room in RAM to hold a copy of the start-up conditions. Therefore, you can't simply start a fresh game at the touch of a button. Instead, you must either load in the entire program again or load in a previously saved game. If you feel you're going to need a lot of fresh starts it's recommended you make a copy of the early stages of the game.

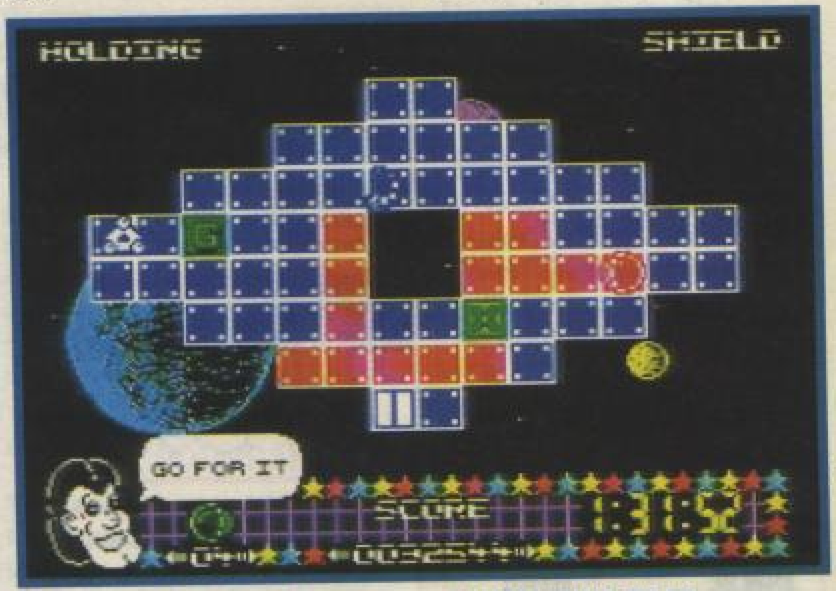
- G/Yes
- J/No

The Bobby Yazz Show

Full Game!

★ Come on down and meet the host with the most, the man you've all been waiting for... Heeeeere's Bobby! Hurrah! Yes viewers, it's a deadly TV game show set in the future with the most devious host around! Can you survive the 80 punishing levels that lie ahead?!

The rules are quite simple: you control a remote craft set in orbit around a planet. There are four different types of game among 80 levels, each one played over a grid of squares. Each phase needs a different skill and must be completed before the time limit or else!



GAME ONE: COLOUR LEVEL

Here you have to race your craft over the grid of squares turning over the squares so they change from one colour to another. Don't worry if you run over a previously coloured square because it won't be affected.

Do worry about the pesky remotes Bobby Yazz introduces — they fly across the grid reversing any changed squares! However, they're not deadly and can be eliminated by running into them. There's a time limit to play against — change over all the squares and head for the exit square before it runs out or you'll end up in a Nick Roberts sandwich! Nasty!

GAME TWO: BLIND LEVEL

There are no visible squares! Only your remote and an arrow indicating where the exit square is hiding. Try and find the way out of the maze by moving in every conceivable direction before the time runs out. Squares appear if you're travelling in the correct direction and, erm, don't if you're not.

GAME THREE: KEY LEVEL

Here your goal is to collect key squares (red squares with a white centre) from around the maze-like grid within — quelle surprise — a time limit. Watch out for the other remotes that swarm around the grid. They're deadly to touch on these levels so avoid them!

GAME FOUR: BONUS

Time to tackle a maze grid again — this time with the objective of collecting as many green tiles as possible. Not as easy as it sounds: the green tiles revolve (usually just as soon as you come close to them!). Don't worry about failing this level as you only lose your bonus. If you survive the game first time around, it's repeated — only tougher!

TANTALISING TILES

In the Colour and Key levels there are tiles that appear to help or hinder your progress and they are...

A cross means instant loss of life and takes you back to the start of a level. A letter O resets the level but not time — *arrrrrgh!*. A G means glue and you're stuck in a sticky moment. A ? means extra points. An up arrow means advance to next level and there's also a tile which provides an extra life — you'll know it when you see it!

FLOATING ICONS

SHIELD ● protects your craft against opponents on the Key levels
SPEED UP ● provides your craft with effective go-faster stripes
GUN ● enables you to fire a limited number of shots at opposing craft
BULB ● illuminates the Blind level for a short period of time

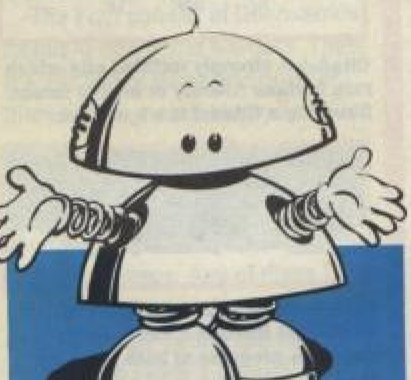
CONTROLS

Get a grip on the game show using keyboard or joystick controls. There's an option for a Kempston joystick interface and by using the redefine keys option you can program controls for Sinclair and Cursor sticks (and define your own playing keys, obviously!).

YAZZ: ON AIR FOR THE FIRST TIME!

Crumbly CRASH readers (well, at least those going back to Issue 57) will remember *The Bobby Yazz Show*'s review — an 85% rated game, just a smidgeon off being a Smash. But — calamity — *Bobby Yazz* never made it to the shops because the publishing company, Destiny, disappeared without a trace.

But then CRASH's old programming chum and creator of *Bobby Yazz*, Chris Urquart (programmer of many an Ocean game and author of the brilliant Powertape shoot-'em-up *Master Blaster*), decided the Speccy games-playing world shouldn't be deprived of such an addictive game and promptly gave it to CRASH! Well, a rousing 'Hurrah!' for you, Chris, for being such an ace lush-cake.



F-16 Combat Pilot

SAM COUPÉ PLAYABLE DEMO

★ Ready for take off? You'd better be 'cos we're about to take SAM Coupé owners flying high with this fab playable (or should that be 'flyable') demo of Digital Integration's *F-16 Combat Pilot!*

You don't need a pilot's licence to play this demo —



everything's been simplified so you can just take off and fly around the scenery. The graphics representing objects can be displayed either in solid 3D or simplified vector graphics — press P to toggle between them.

All the details for playing the demo and information on the F-16 itself can be found on the scrolling message at the beginning of the game. When that's over, press Q to open the throttle. When it reaches around 100, pull back on the joystick (or press B) to take off and don't forget to pull up the undercarriage (press U to activate). Happy flying (and try not to crash!)!

CONTROLS

Apart from the basic controls mentioned above, the actual directional movements can be controlled using a joystick or keys 5/left, 6/down, 7/up and 8/right.

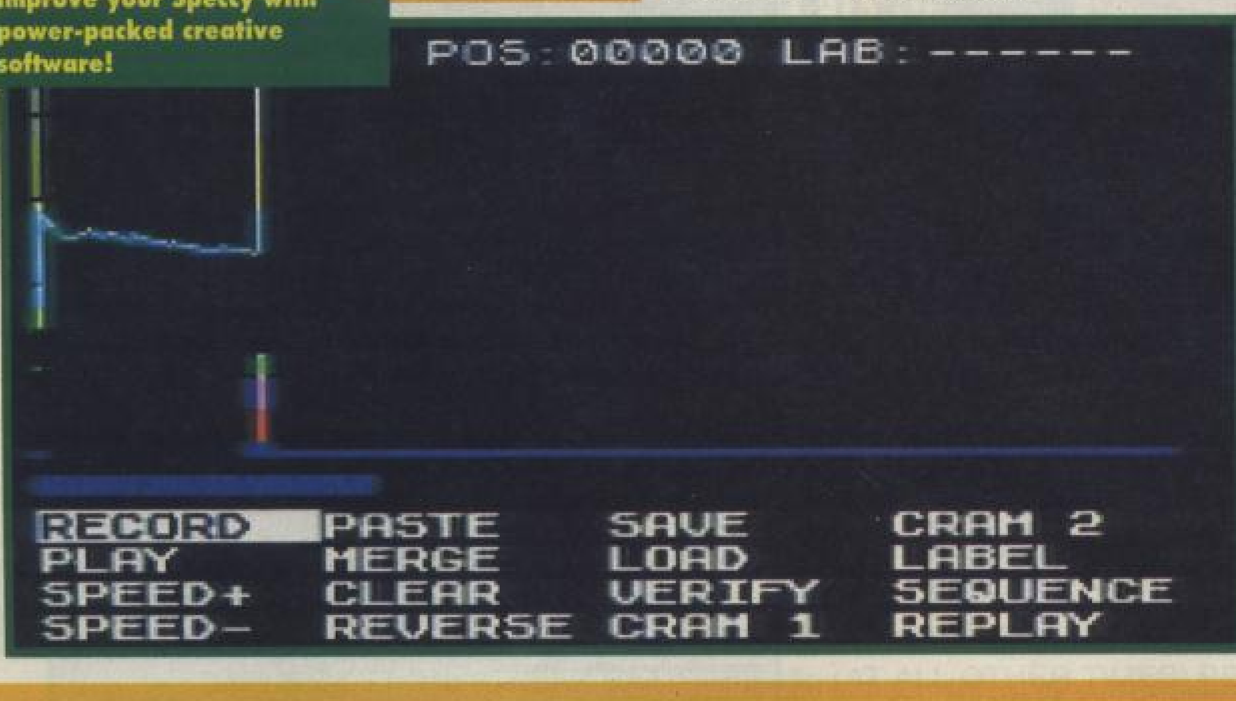
Tech Niche on tape!

Improve your Speccy with power-packed creative software!

Voice Manipulator 2

SOUND SAMPLER & EDITOR

★ Here's a program that gives you the power to make your Speccy sample sounds and fiddle about with them. It simply records sounds played into the the EAR socket and stores them as waveforms. You can manipulate them all over the place to create sonics that sound nothing like the original sample, and give you control over sounds that are only usually available on expensive music sampling hardware! Well crucial!



★ The waveform bar, which takes up most of the screen, represents the current digital sound stored in memory. It's stored as a frequency/time graph. All the commands operate on the section of the waveform bar defined between two marker poles. This defined area is the sample block.

To define a sample block, simply moved the dotted cursor with the left/right cursor keys to the required position on the waveform bar and press 1 to mark the start and 2 to mark the end of the sample block. The start of the sample block cannot go after the end, though!

HOW TO RECORD A SAMPLE

The Record function samples sound from the EAR socket into the sample block at the current speed setting. Set up your tape recorder as if you were loading a program but with a cassette containing speech/music, then press and release any key to play it into the computer. When the sample block has been filled, the waveform bar is redrawn and control is returned to you. To play the sample simply use the Play option.

On +2 Speccys, simply insert the tape you want to sample from into the tape-deck and press Play to load it into the computer. It's lemon-squeezy!

EDITING FUNCTIONS

Speed +/- ● Adjusts the play and record speed. The faster it is the better the quality, but less fits in memory.

Paste ● Copies the sample block to the current cursor position.

Merge ● Merges the sample block with the sound at the cursor position.

Clear ● Wipes the sample block.

Save/Load/Verify ● Stores and retrieves sound data from the tape. Type the sample name into the Label area. On tape is a PLAY65045 program, which allows you to play samples from within your own programs. POKE 65048/9,start address, POKE 65051/2,length, POKE 65069,speed and RANDOMISE USR 65045 to play. This routine is 53 bytes long.

Cram 1 and 2 ● Copies the sample block to the cursor position but in half the number of bytes. The two commands use different methods so experiment so see which works best for a particular sample.

Label ● Stores a sample block's marker positions under a name for later use, or for use in a Sequence. Use the left/right cursor keys to point to the desired label position and then key in the name. ENTER will store it. SPACE will retrieve the label you're pointing at.

Sequence ● A sequence of up to ten Labelled blocks can be built up and Replayed. The editor is the same as for Label. SPACE for exit.

Replay ● Replays the sequence defined by the above command.

Error Tone ● This sounds if either: To perform the command would mean running off the waveform bar; or you've tried to Merge or Cram with the cursor in the sample block.

● And that's it! Now you can convinced granny that computers talk by sampling 'Hello there, grandmother-type person, would you care for a nice cuppa?' Endless sampling larks for all the family!

● Remember, if you have a utility or creative software program you've written and would like to share with the CRASH viewers, send it in to Tech Niche at the usual Powertape address (and don't forget the coupon!).

Well, flip my flap-jacks, it's

POKEMANIA!

● More hacking away larks with the original tips on tape — Pokemania! Our resident hacker, Graham 'Turbo' Mason gives infinite lives and other useful 'thingies' to help you cheat your way to success!

- Mercs ● Infinite credits
- Strider 2 ● Infinite lives
- Space Worm ● Infinite lives
- Confused ● Infinite lives and time
- Insector Hecti ● Infinite lives, time and bullets
- Turrican ● Infinite lives
- Spike In Transylvania ● Infinite lives and energy

Is your game too sexy for the CRASH Powertape?!

(send it in and it could earn you a bit of dosh!)

Instant fame could be yours if you've written a Speccy game that's up to Powertape standard. Yes, we're on the hunt for the best games from the creative talents of CRASH readers. There have been loads of excellent games over the past few months that have appeared on the tape. Breaking into the glamourous world ('hem 'hem) of Speccy publishing couldn't be easier! Just send us your game on cassette or disks, with a letter explaining the gameplay and if it passes the reviewers' tests we'll put it on the Powertape! The address is: NEWSFIELD, CRASH POWERTAPE DEPT, LUDLOW, SHROPSHIRE SY8 1JW. Don't forget to include the Powertape form without one we won't even sniff your entry!

GET YOUR GAME ON THE CRASH POWERTAPE!

★ Got a game you've written and would like us to consider it for publication? Then send it to us with this form! We'll evaluate it and let you know whether it's suitable and how much you'll get for your masterpiece if we go ahead! Please remember to enclose full playing instructions!

Name...

Address.......................................Postcode...........................

....

Telephone daytime:...

Telephone evenings:...

IMPORTANT!

Please sign this declaration:

● This program is submitted for publication by CRASH Ltd. It is wholly my/our own work and I/we agree to indemnify CRASH against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house and I/we will inform you in writing in the event of this happening.

Signed..

Date..

Remember we will NOT consider any game for publication if you do not enclose this form (or a photocopy) with your game.

Send game and coupon to: Newsfield, CRASH POWERTAPE DEPT, Ludlow, Shropshire SY8 1JW.

Chill out because...

This is CRASH

ZX SPECTRUM

Make Some Noise!

This is the issue you've been waiting for — *The Lords of Midnight*, the game that revolutionised Speccy gaming, is yours! Plus there's your first and only chance to play *The Bobby Yazz Show* (it's never been released before!). Add to that the SAM demo, Pokemania and the first of our Tech Tape utility items and you have a cassette that blows all others away (which isn't too difficult).

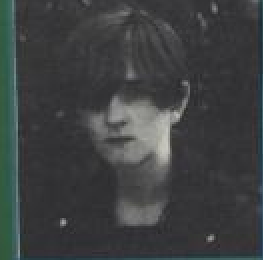
Soccer games have come to plague us, this month, it's that time of year. Nicko took a holiday (two whole weeks!! I haven't had one day off this year! Mumble, grumble, whinge), he obviously saw the footy games coming in. To help out, we dragged a gamesplayer off the streets — find out about Will Evans below.

Right, then. I'll be off and I'll see y'all next month. Ta-ra, lush-cakes.

Rich

Look! It's Will Evans!

Helping out on the reviewing front this month is Will Evans, a young chap ('I'm nearly 15!') from Abergervenny in Wales ('it says it's the Gateway to Wales on the signpost — it's miles inside the border!').



Will's been playing games for years ('and I'm not going to touch another soccer game!') and likes shoot-'em-ups and any game that tests your mind as well as your reflexes. Musically, he's into 'interesting' stuff like the Sisters Of Mercy and Fields of the Nephilim ('it's, erm, unique...'). Will does, however, aspire to a Chesney Hawkes hairstyle. Never mind.

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happenings

Having a cow on the Speccy
(The Simpsons are coming!)

Bart Simpson and his revolution against idealised images of domestic bliss are heading towards your Speccy screens this autumn with the release of The Simpsons' game: *Bart Vs The Space Mutants*! T'riffic, eh?

It's an arcade adventure starring you as Bart, the world's greatest under-achiever, and his bizarre family of yellow, erm, people (?). Bart's town of Springfield has been invaded by yucky space mutants with dangly bits who are taking over the bodies of Springfield's residents. Bart's in a bit of a pickle because he's the only person that knows of this (thanks to his X-ray specs) and, due to the fact he's always telling porkies, no-one believes him. The young Simpson sets out on his own to vanquish the mutants (by leaping on their heads, of all the preposterous things).



It's a five-level game, based on the Nintendo version raved over by console players, and we'll be checking out the Speccy version next issue. So, get ready to get everyone playing 'Happy Families' with the Simpsons, coming this September from Ocean (who the hell else?!)!

It's the Mega Twins! 15 years old and looking for stone (?!)

Most peculiar, isn't it? A couple of 15-year-olds looking for a stone. Maybe they want to have it as a pet, perhaps? Far more practical than, say, a tortoise (and they look the same anyway). The thing is, dear viewer, that it's not any old stone. No, what they're after is a stone called the Dragon Blue Eyes stone. This Dragon Blue Eyes stone sounds a bit mystical and — blimey! — it is! It can save the world, only it's lost, which sounds spookily like the cue to say: it's all happening in US Gold's forthcoming release *Mega Twins*, based on the Capcom coin-op! The stone needs to be found to rejuvenate the decimated land of Alurea destroyed by a terrible monster. Only the Mega Twins survived the attack (being babes hidden away at the time) and 15 years later they set out on a quest to revenge the massacre of their people and try and put the world back in order again. Take control of the twins as they dash through six levels of scrollarama arcade action set in fantasy landscape with all manner of foe against you. You'll be battling through forests, swimming through underwater scenes and even take to the air in a sky-high level! It's all out in November, which should please Sam Stephenson of Northampton (see Forum).

Come and work for CRASH!

If you're 20 or over and looking for a serious full-time job, there's one going here at CRASH. We're looking for a Software Editor (with aspirations to be an Editor). You need to have a good knowledge of the English language (how to use and abuse it), you need to be confident, outgoing, able to communicate (on the phone, visiting) with anyone and have organisational and administrative skills. A driving licence would be useful as would knowing lots of crap jokes. The job's based here in Ludlow (it's really nice) and salary is determined by age and experience. Reckon you're up to it? Contact: Newsfield, Richard Eddy, CRASH, Ludlow, Shropshire SY8 1JW with your CV. We'll make you a star!

Finally! A TV Computer Games Show!

That's right, your eyes are not deceiving you — there *is* a TV show being planned about computer games! Hurrah! And it's not going to be anything crap like *Micro Live* and concentrate on the BBC Micro or anything! No, it's planned to cover all sorts of gaming on computer, console and in the arcades!

GamesMaster (that's the title of the show) is being aired on Channel Four in January running on Tuesdays at 6.30pm. The series is being put together by production company Hewland International who currently produce the great sports show Good Sport currently on BBC 1.

The show is planned to feature reviews, charts, news, tips and play offs between top players. So, they're looking for top players to complete — if you reckon you're up to scratch why not drop them a line? Or, if you're after a full-time job, Hewland are also looking for researchers and professional graphic artists. Again contact Hewland with your relevant details and a CV. Contact: Yvonne Watson, Hewland International, Unit One, Indescon Court, Mill Harbour, London E14 9TN.



gs!

A computer fair on your doorstep!

Not quite on your doorstep but maybe around the corner. Y'see Bruce Everiss, organiser of the successful All Formats Computer Fairs (13 good 'uns so far), has noted your comments of having more regional events. And so... North: University of Leeds Sports Centre, Calverly Street, Central Leeds, *Sunday 1 September* London: Royal Horticultural Hall, Greycoat Street, Westminster (Victoria tube), *Saturday 7 September* Midlands: National Motorcycle Museum, Solihull (Junction 6 off the M42 or Midland International Station), *Saturday 14 September* Scotland: City Hall, Candleriggs, Glasgow, *Sunday 22 September* West: The Brunel Centre, Bristol Old Station (next to Temple Meads Station), Sunday 6 October Admission is only £ and the events start at 10 in the morning and finish at 4pm. For more info call the All Formats newsline on 0898 299 389 (that's 34/44p per minute, punters).

Five interesting things about Zeppelin Games' new fan club!

1 It's called The Zeppelin Air Crew Club and any gamesplayer can sign up for membership!

2 It costs £7.99 to join for which you get the choice of two Zeppelin games, a gold membership card, a certificate and ID number, a poster, a bi-monthly newsletter and bargain basement prices on things like Air Crew T-shirts!

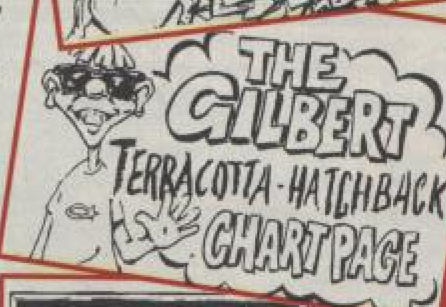
3 The Air Crew is `run' by four hapless, erm, characters: Gilbert Terracotta-Hatchback (he's hatstand), Captain Cockpit (the boss), Stan Crommet and Norman the Navigator!

4 The bi-monthly magazine is planned to feature charts, tips, reviews and a letters page all run by the potty air crew (it's all going to be quite bizarre).

5 If you want to join up or want more details get the postie to deliver your letter to: Zeppelin









Win! One of these Beeshu joysticks!

● 'Hello! We're the new collection of joysticks from Euromax Electronics. We're part of the groovy American Beeshu range and work with the Speccy (as long as you've got one of those interface thingies plugged in). Hot Stuff, the pink one, costs £9.95, Zoomer (the yolk controller) costs £36.95 and the Ultimate (desktop 'stick) costs £31.95. And we're up for grabs in this little compo! Just tells us what sort of wood a stick for water divining is made from. Answers to: Newsfield, Joystick Compo, CRASH, Ludlow, Shropshire SY8 1JW. Entries here by September 12, purleeeese!'



A beginner's guide to the Sega Game Gear

It's the latest console sensation that's sweeping the nation! Sega's latest addition to its popular console family hit the streets this summer. It's called the Game Gear and it's a portable full-colour hand-held game system (ie, a console you can carry around and play!).

★ It's really compact, measuring a tidy 210mm x 110mm x 40mm! The Game Gear's main attraction is its back-lit colour LCD screen. Capable of displaying 32 on-screen colours, from a palette of 4096, it has a clear display that doesn't blur, even with lots of animated graphics!

★ Hurrah! Fab Sega games come on small, sturdy cartridges and you can play *Mickey Mouse, Super Monaco GP, Wonder Boy* and *Columns*. And before the year's over you can get hold of *Ninja Gaiden, Golden Axe, GG Shinobi, Out Run* and loads more!

★ You can plug things in like headphones to hear the four-channel stereo sound — the tiny mono speaker encased in the console isn't much cop!

★ In November, Sega are releasing a TV tuner so, for about £70, you can transform your console into a pocket TV!

★ Raid your piggy bank and extract £99.99 — that'll buy you the basic Game Gear pack with console, manual and carrying strap! And then go back to your piggy bank and grab some more dosh for a game (between £19.99 and £24.99) and batteries which aren't supplied!

★ Is it super-duper? Yes it is! The Ed's got one and most of the art department want one! And — behold! — we've got five to give away in the compo on page 51!



Here, have 50p!

● **Don't say we never give you anything.**

✪ Here's 50p — sort of. It's really 50p off the entry fee of the big September show — The European Computer Entertainment Show. The show's always heaps of fun and bulging at the seams with Europe's top software companies and all their wares (in glitteramavision). The show this year has its public days on Friday 6 September, Saturday 7 September and Sunday 8 September.

Snip this coupon out, take it along to Earls Court II, London (where the show's held) and you'll have 50p knocked off the normal admission price of £7. It'll be chaos (it always is).

Darkman

Ocean ● £10.99 ■ £13.99

After being horribly disfigured in a planted bomb explosion that wrecked his lab, scientist Peyton Westlake becomes Mark Caswell, a shadowy Phantom Of The Opera-like figure bent on revenge. Here's DARKMAN to tell you all about it (Hold it! Something's wrong there).





● Oh dear, it's all getting a bit violent around here, isn't it? Leave poor Corky alone, Nick, you fat pie or we'll tell Julie about your little problem!

Closely following the plot of the movie, *Darkman* has you in the lead role as he fights his way through the game's six levels of scrolly action. Essentially, it's an arcade combat game that throws up quite a challenge (and it's really good to look at, too).

The game begins in Chinatown where Darkman hears that arch baddie Robert G Durant is making a pick up of illicit drugs money — money Darkman needs to fund his synthetic skin project. So, with fedora hat firmly placed on head and overcoat flapping in the wind, it's off to battle.

Plenty of henchmen stand between you and the dosh, most prolific are the heavy muscle squad who hit or shoot you. As they do this your energy level plummets and death swiftly follows, along with the dreaded Game Over message (it's pretty tough, y'see).

But Darkman isn't helpless: he can hit or kick his attackers and a couple of swift smacks round the mush is usually enough to deter them.

NOT SO MUCH A CUTE POOCH

The dogs and ninjas that rush in and attack are a tougher proposition altogether. The dogs have to be leapt over and the ninjas are tough swines with very sharp swords. Once the money's recovered Darkman can start work on a synthetic skin disguise.

To generate the skin mask Darkman needs a collection of photographs of one person to feed into his mask-generating computer. He's shown the character he must snap and given one minute and 12 exposures to capture at least a full front and side view of the subject's face. This sub-game is played like a shooting gallery with different faces appearing and disappearing at windows — you aim crosshairs at the right face and snap away!

In level two, while wearing the mask, Darkman has been trapped in his warehouse lab by Durant's goons. The only way out is to reach the roof.

Bottom right of the status panel is a picture of the mask in use, whilst next to it is the mask timer. As those of you who have seen the film will know, the synthetic skin only lasts a short time: the picture starts as Darkman's disguise but quickly changes to his usual bandage swathed image.

DIS GUY'S DISGUISED

While disguised, the goons think Darkman is one of them and isn't attacked. Alas, when the disguise has fully dissolved he's soon on the receiving end of a lot of trouble.

In level three, Darkman escapes to the roof but Durant is waiting in a helicopter with a very nasty grenade launcher in hand. You have to leap across the rooftops, platform style, while Durant takes pot shots at your disfigured bod.

Once the maniac Durant has been shaken off another photographic session is played. This time the disguise is needed so Darkman can return to his lab on level four and blow it up, depriving Durant use of his technology.



● Dangling from the helicopter over the road is not the most sensible way of travelling, it must be said, but still a damn sight safer than being in Nick's car!

A BIRD GOES BOOM

Here, while giving and receiving knuckle sandwiches, Darkman's objective is to open the gas cylinders scattered around and set the novelty nodding bird timer in motion. An odd thing to do but it eventually causes the lab to go *kaboom!* (in a dramatic



● Watch the birdie! Snap the right face to make up a mask

● Darkman makes a jump for it when he hears that Mike Smith is at the controls (That's nasty —Ed)





and very noisy fashion). By then Darkman is (hopefully) back on the roof...

Level five sees Darkman grabbing onto a handy rope and dangling below the chopper. Durant isn't too chuffed that he has an unwelcome guest and sends the chopper onto the vertically-scrolling freeway. If Darkman wants to avoid being embedded in the front of a passing juggernaut he has to swing left and right to avoid collision.

If Darkman can hang on long enough Durant's chopper crashes into a bridge while our hero leaps to safety. A third and final photo shoot takes Darkman to Durant's evil boss, Strack, who's kidnapped his girlfriend, Julie (don't panic, Nick, it isn't your your little love-bundle!).

STRACK 'EM HIGH

Darkman had better have a strong stomach because Strack has taken refuge on a skyscraper still under construction for the sixth and final level. Fight your way through Strack's hoods to face the man who caused your deformity (and munch him into the ground).

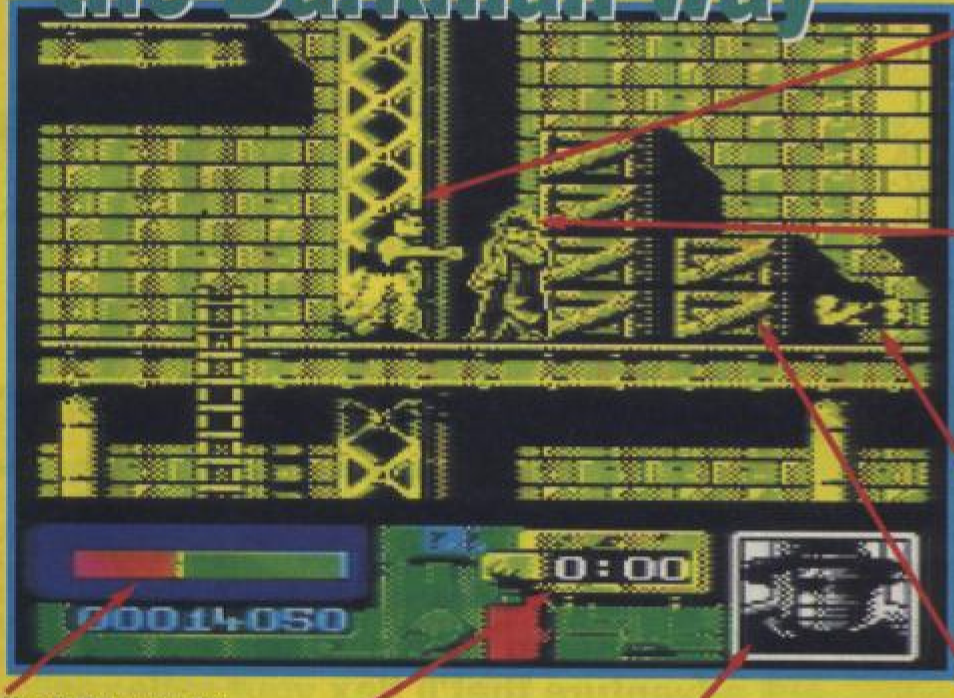
Technically, *Darkman* is up to Ocean's high standards. The graphics are on the small side but well detailed and the title tune is a toe-tapping affair by the excellent Jonathan Dunn.

Playability suffers slightly because it's really tough. It'll take ages just to reach the end of the first level! Even after several hours of intensive play, I'd only almost (but not quite) reached the briefcase full of money. The main culprits are the henchmen: they take their jobs much too seriously and are forever bumping Darkman off.

Darkman is very, very good and is highly recommended for games players who want a serious challenge.

84%

Seeking revenge: the Darkman way



Grrr! It's one of Durant's evil henchmen and he's about to throw a blow at Darkman (duck, you fool, duck!)

Here he is, it's Darkman (the detailed graphics do him justice, don't they?) and he'd better be ready with an attacking blow!

Hurrah for Darkman! A munched henchman who's has no chance of getting back on his feet

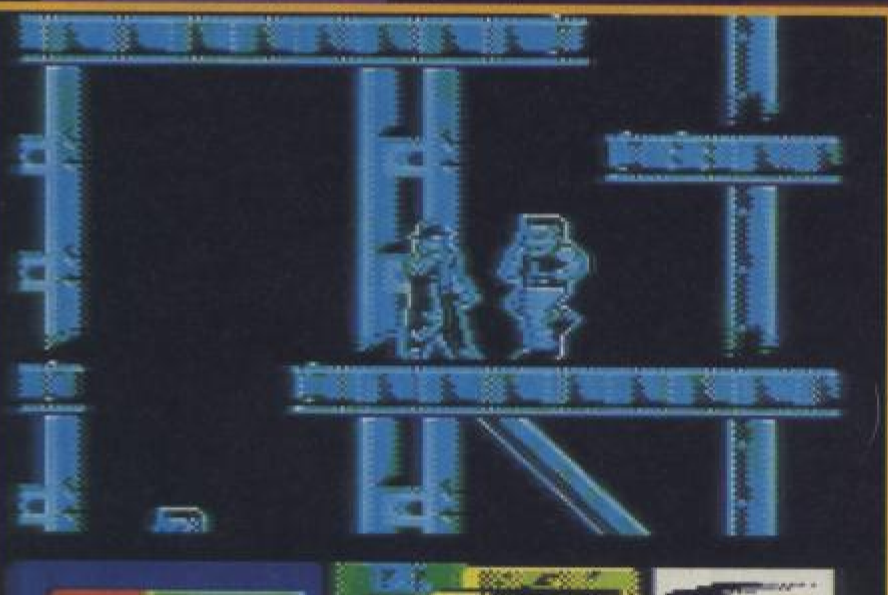
These crates can block your way through the game. However, they can be clambered over, a la *Navy SEALS*

Here's the energy bar (nice and full). It can be kept topped up by collecting the energy-giving heart icons that appear

The timer here counts down how long the mask stays in place for. Usually it's about one-and-a-half minutes

This is where the mask appears. But, oh dear, it's just been all used up (now there's going to be trouble!)

● Don't look down, it's a long way to the bottom (a very, very hard bottom — madam) — and it looks like Corky's about to force you to experience it first hand



Ten things that are very dark, man

1. A cat in a coal bucket
2. The inside of a tunnel
3. Ludlow after the tenth power cut of the day
4. The inside of Corky's bum
5. The cupboard under the stairs (that's scary)
6. Death By Chocolate (Julie's fave pud)
7. A large hole (with a cover on)
8. The inside of a lion's mouth
9. Lots and lots of Guinness (lubbly jubbly —Ed)
10. Nick's mood when he came back from his hols

WILL

He is the night! He's a shadowy streak in the dangerous world of a man who does not exist? Nah, that's not right. He's crime's new enemy and justice's new face — yes! — that's who he is! Darkman has arrived. The first level's flip-screen beat-'em-up gameplay is nothing new but still very playable, even though it can be frustratingly hard. The main sprite is very well drawn and animated, right down to his little faceless face (?), as are other sprites. Background graphics are very colourful and appealing, although they do get a little garish sometimes and hide the sprites. *Darkman* is a big game – huge even – but its extreme difficulty is very off-putting, otherwise it would be a classic. ● 80%



Rating

A really splendid game, big too, with an intense challenge

PRESENTATION	81%
GRAPHICS	85%
SOUND	82%
PLAYABILITY	79%
ADDICTIVITY	80%
Overall	**82%**

Previews

Indiana Jones and the Fate of Atlantis

Whip crackaway! The world's most famous Professor of Archaeology is back in action this autumn with a great new action adventure that'll flex your reflexes and test your brains. Yes, Indiana Jones makes a triumphant return to the Speccy in what sounds the most exciting Indy game yet. RICHARD EDDY grabbed a whip.

For once, we can't say 'from the film of the same name' because there isn't one. No amount of dosh could persuade Harrison Ford, the man who's embodied Indiana Jones in his past three adventures, into making a fourth. If Indy wants to live on, he has to do so without Ford's help.

Which isn't much of a problem at all, really. Y'see, punters, Indy's new adventure, *Indiana Jones and the Fate of Atlantis*, comes to life not only in a Dark Horse comic ('graphic novel', if you will) series but in two different computer games!

Fate of Atlantis, the story, was created by Hal Barwood, a movie maker and games designer who works for Lucasfilm. Hal picked on the subject of Atlantis because it's the kind of bizarre quest Indy would embark on. Says Hal, 'In his new adventure, Indy walks that line between reality and myth — discovering the truth by following a trail of clues scattered all over the world and escaping danger by using his wit and his whip.'

The game Hal's creating is destined for play only on the PC, Amiga and ST, due to its complex adventure angle. However, us Speccy players are getting our own version thanks to Lucasfilm's UK chums, US Gold.

ACTION ALL THE WAY

Like *The Last Crusade*, US Gold's adaptation of *Fate of Atlantis* will be an action game but, unlike *The Last Crusade*, with a strong angle on puzzle solving and object manipulation. US Gold's game is taken from a design created by long-time software producer Jon Dean.

Jon spent a lot of time with Lucasfilm in the States to ensure his game would follow Hal's *Fate of Atlantis* story. Lucasfilm wanted to make sure it wasn't 'just another' Indy-themed game that was churned out. Lucasfilm wanted some kind of edge.

For *Fate of Atlantis*, it's an extra dimension. The 3D (isometric perspective) arcade adventure promises to be state of the art. Unlike other isometric 3D games, you can change the viewpoint of the current scene to get a better view of the action — it's like being the director of an interactive movie! The display also features an inventory and a series of text messages so you known what's going on.

Fate of Atlantis' plot revolves the legendary but powerful city of Atlantis, site of an advanced civilisation that sunk into the sea without a trace, to be lost forever...

OR WAS IT?!!

Now Indiana Jones suspects Atlantis wasn't a myth after all. A Nazi agent visited him at Barnett College and attempted to steal a statue. There was a fight; the agent escaped but left papers concerning Atlantis.

Indy instantly realises a colleague is in danger — Sophia Hapgood was interested in Atlantis to the point of obsession and is an obvious target.

Indy goes visiting and together they uncover a fiendish plot: Dr Hans Ubermann, a Nazi physicist, is charged with building a nuclear weapon. From his reading on the subject, Ubermann suspects a mysterious metal that has connections with Atlantis — Orichalcum — could be of use. Of course, Sophia insists she help Indy foil the dastardly Nazi's plan and, after demonstrating her prowess in martial arts by kicking Indy's hat off, he agrees she should come (would you argue?).

● Here's a useful 'what all the bits mean' screen prepared by Jon Dean



The route to Atlantis

● (it's not an easy one)

● The game's played over five different levels, all in 3D perspective and each presented as part of an interactive journal; torn, fading pages from a well-worn diary that come to life. And this is how they go...

At the Casino

● The gàme begins in Monte Carlo at a casino where Indy and Sophia's objective is to crack the house system and win enough dosh to buy artefacts and clues from Trottier. What they're really after is a map to the secret Nazi Naval Base (the next level). Each of the levels has a large play area — the casino features a basement, a ground floor, two upper floors and a roof. It's possible to look down from one floor and see the floor below (which is rather neat and handy).

Over at the Nazi Naval Base

● Breaking into the Nazi's Naval Base is tough; the security guards taking their jobs very seriously. Inside, the dynamic duo have to collect more vital clues, find the secret lift to the submarine bay and work out how to get aboard a sub that's just on its way out to sea. Things can get tricky because the



● Now Sophia's taken over and heading toward the roulette tables at the casino (and it looks like Indy's getting involved in a punch-up!)

In classic Indy style, their quest takes them through Iceland, Leningrad, Spain and the Azore Islands. But the actual game doesn't start until they arrive in Monte Carlo where they see Trottier, a playboy with an interest in Atlantis who has critical artefacts to sell to the highest bidder.

HIS OR HERS

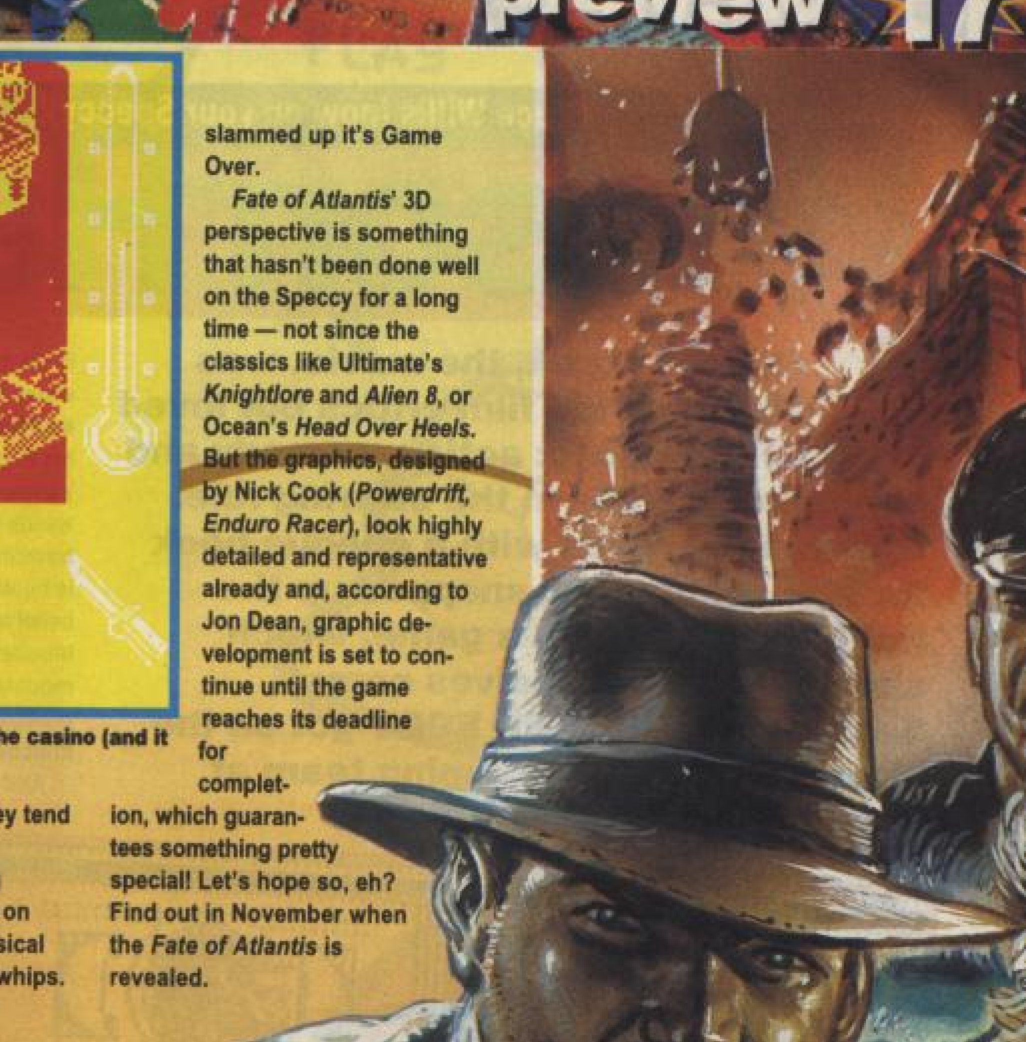
During the game you can switch control between Indy and Sophia. Each have their own inventory and quite happily wander off when not under the player's control. Using Indy and Sophia's individual talents to tackle the many puzzles, the game's most important objective is to reach Atlantis before the Nazis do.

Another smaller, but demanding, objective is watching over either character when you're not controlling their actions — they tend to get in trouble when alone!

The game, although having puzzles, places the emphasis on action. So, expect lots of physical action with guns, knives and whips. Such actions are designed to merely wound the opponent, temporarily putting them out of action.

Neither Indy nor Sophia can actually be killed. However, they can get so weak (from attacks and failing to collect enough of the energy-giving Orichalcum) to be captured. If only one character is captured by Nazis, the other can perform a rescue bid but if both are slammed up it's Game Over.

Fate of Atlantis' 3D perspective is something that hasn't been done well on the Speccy for a long time — not since the classics like Ultimate's *Knightlore* and *Alien 8*, or Ocean's *Head Over Heels*. But the graphics, designed by Nick Cook (*Powerdrift*, *Enduro Racer*), look highly detailed and representative already and, according to Jon Dean, graphic development is set to continue until the game reaches its deadline for completion, which guarantees something pretty special! Let's hope so, eh? Find out in November when the *Fate of Atlantis* is revealed.



enemy guards are intelligent and wander freely around the whole level rather than being stuck in one location (ie, they give chase!).

Pheeeeewp! On the sub

● Fight your way up to the bridge, take control of the sub and steer it toward your chosen island destination, based on the clues you've amassed so far. But that's not all — there's also a bomb, planted by mad Nazi Klaus Kerner, to be disarmed! And don't forget to look out for Klaus himself!

Which island?

● All the island locations look alike and have to be carefully explored for clues. But the natives aren't keen on Indy and Sophia sticking their noses in — what have they got to hide? This is pretty far into the game and wrong moves can be fatal (so why not use that handy save/load function the game's equipped with?).

Finally! Atlantis!

● The place of mystery and beauty — it'll take your breath away, splendid in it's Minoan-style detail! And there's a massive surprise in store for Indy and Sophia. Just like the movies, there's a twist in the tale... (whatever can it be?).



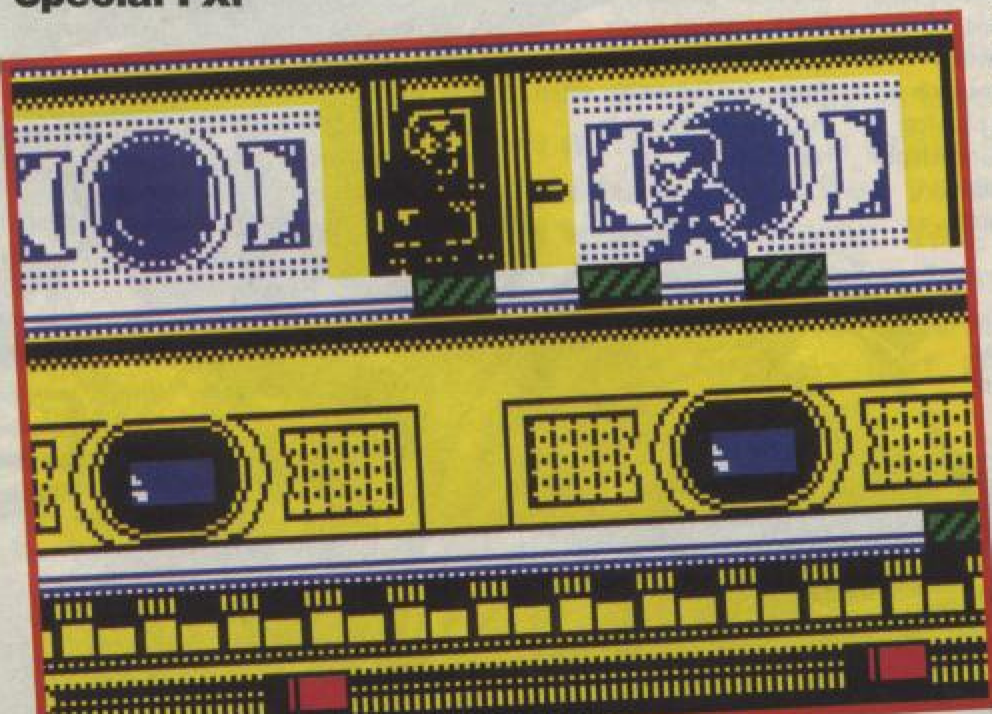
● Breaking into the Nazi Naval Base, Indy faces tough opposition from the brute strength of the Nazi guards

Bruce Willis (now on your Speccy)!

Hudson Hawk



***Hudson Hawk*, the movie, was slated by the film critics but loved by the public: action, comedy and 'dreamboat' Willis in the starring role. Ocean, ever ready with a cheque book for film companies, snapped up the rights to turn it into a game, which should be on the shelves come September. RICHARD EDDY got on the blower to the programming team at Special FX.**



● Here we are at the Vatican level and it looks like one of the guards isn't too pleased about Hawk's presence (funny, never knew they had so many washing machines there)

In the movie, Willis plays the world's best cat burglar, the Hudson Hawk, who's just been released from Sing Sing prison and wants to go straight. It would be a bit boring if he did but — ta-da! — he doesn't! He's persuaded to return to his old profession and this time he's stealing museum pieces. It turns out Leonardo Da Vinci created a machine for turning lead into gold, but hid the most important parts in various artworks (and Hawk has to find them!).

The action begins at the Rutherford Auction House where a valuable art treasure, in a safe, is just waiting to be pinched. You control Hawk as he clambers over the roof of the opposite house, across a rope swing and breaks in to the Auction House through an unsecured window.

There's a large play area here — you have to explore all the floors and their rooms looking for a way to the seventh floor, where the safe is located. The gameplay through all three levels is of a platform-based arcade adventure style but there's a bit of combat in there too, as the building is swarming with security guards who don't take too kindly to Hawk's invasion.

OVER AT THE VATICAN

The Vatican is the location for level two and you break in via a subway and a series of air vents. In addition to housing his Popiness, the Vatican also has a wealth of valuable art treasures and the place is booby-trapped beyond belief to put off any intruders. Steam jets, wall-mounted spikes, fans and alarm pressure pads make the route a difficult one.

Add to that the most bizarre range of opponents you're ever likely to meet: Parachuting nuns throwing bombs and armed nuns on rollerskates.

There's also a puzzle element in the gameplay, as some rooms pose problems which need solving before progressing. In one room you have to collect and stack crates to reach an inaccessible doorway. The objective is to locate and klept Da Vinci's code book hidden away in the depths of the Vatican.

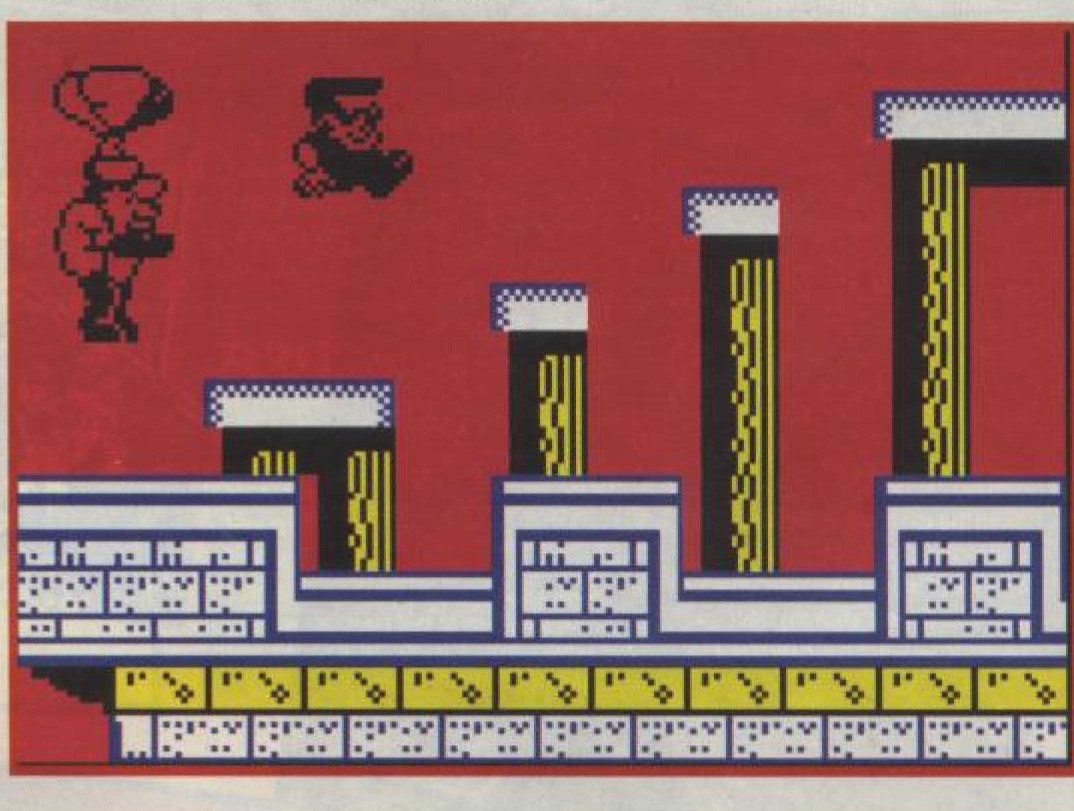
DA VINCI'S DOMAIN

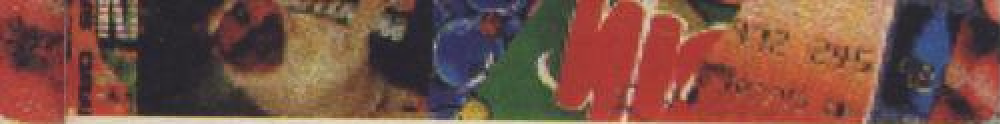
Level three takes Hawk to the final stage of his mission — in Da Vinci's castle itself. Like the other locations you have to break into the building, here scaling the dangerous rooftops made up from platform ledges, rope swings and ladders. An opponent, armed with a tennis ball serving machine, attempts to knock you from each perch as you go! Timing your movement across the roof is essential.

Exploring the castle and locating the gold room is the primary objective. The gold room is the final screen and — boy! — wait 'till you see what devious puzzles await you in there!

Programmer Jim Bagley is currently beavering away on the game. He's got an impressive track record with smash hit games like *Midnight Resistance* and *Cabal* to his credit. Jim's gone for a cartoony look to the game, emphasising the comedy elements of the movie. Says Jim, 'It's really going to be a fun game, not too difficult — something everyone'll find playable and nearly everyone should be able to complete!' Which is just the sort of game we like.

● Da Vinci's castle where the battlements are littered with handy platforms for Hawk to leap about on — watch out for the floating guard, though!





Daft double act
BONANZA BROS

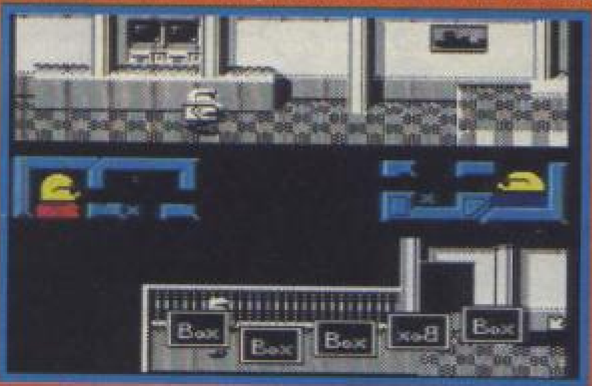
● And about time too! Say goodbye to saving the world, destroying aliens, catching rebels and all that sort of heroic effort, and wave a vigourous hello to becoming a thief in US Gold's forthcoming game, *Bonanza Bros.*

Yes, it makes a refreshing change to be on the wrong side of the law, getting up to all sorts of mischievous pranks such as those the Bonanza Bros spend their time doing. The boys are a couple of robot-looking chaps who've just broken out of prison and are after all the swag they can get their hands on.

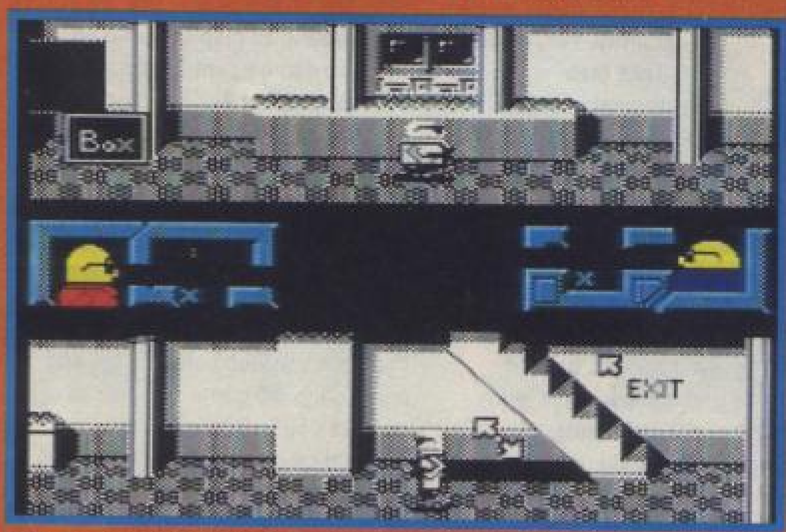
The game takes you to loads of lootable locations like casinos, banks and even the Royal Mint, with the objective of grabbing as much dosh as possible and escaping.

Guards patrol the buildings and there are plenty of traps to be avoided (or face the consequences). Luckily, the boys are armed with guns but shooting off a round at a guard only brings more from their hiding places!

The game's taken from the Sega coin-op and is, ideally, a two-player game: the screen display is split to give each player their own playing area. *Bonanza Bros* has already found success on the consoles, and because it's a groovy cartoony arcade adventure, should be a neat one for the Speccy. Check out the dosh-grabbing action when *Bonanza Bros* goes on release this autumn.



● The Bonanza Bros set off for another day of klepting frolics



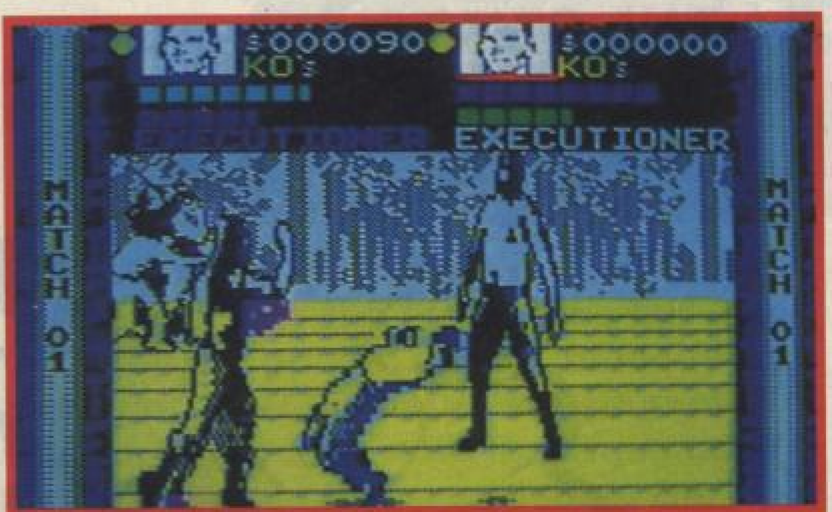
● Mr Bottom-of-the-screen Bonanza could head up the stairs to the exit but what would become of his little bro?

Wow! Look mum! It's... Pitfighter!

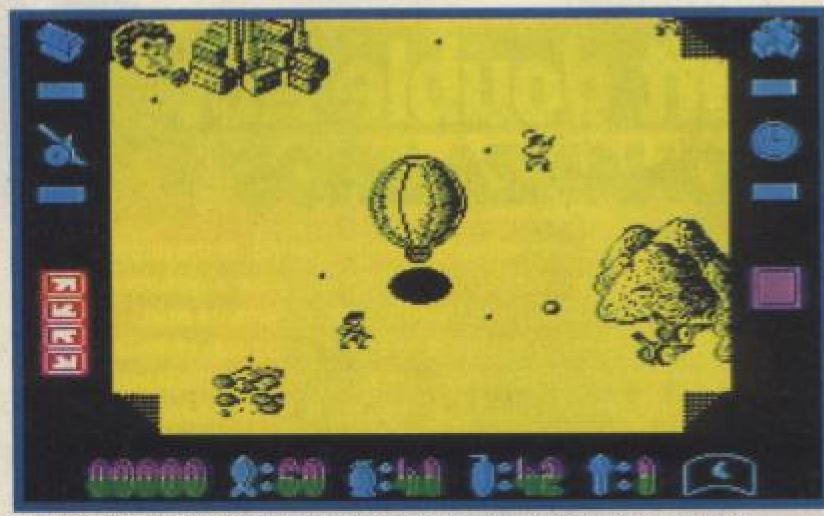
● Domark are currently busy converting the smash hit Atari coin-op, *Pitfighter.* Huge graphics to rival US Gold's *Final Fight* and possibly the most violent hand-to-hand combat game ever seen on-screen, it looks set to make a great arrival on the Speccy scene this November.

'A' levels in brute force, naked aggression and a nasty, mean look on your face are the qualifications needed to make the grade into the pitfighting arena. You can choose any of the three available fighters: Buzz, Ty or Kato (no, not the one from the *Pink Panther* films). Each fighter has their own fighting skills: experience the action of wrestling, kick boxing or karate!

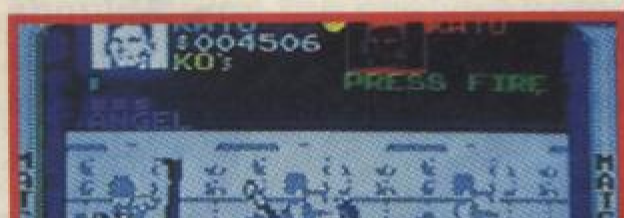
The pitfighter scraps aren't legal — held in secret locations, they attract a rough crowd and the most



● Mmmmm, aren't these lycra cat-suits a boon when performing violent moves?!



● Two nasty characters on the ground take pot-shots at Fogg's balloon



● Hi! Let me introduce you to my fist! (*Thwack!*)



● Hurrah! 54 bombs left (that should make light work of those unpleasant attackers)

vicious fighters ever! What's more, there are no rules. It's a fight to the finish (however gory it may be). With up to four fighters in the ring you can attack any way you want — either as a solo fighter or gang up on one fighter and smash his lights out before moving onto the rest!

As you work your way up the league through matches, grudge fights and championships, more and more manoeuvres are added to the gameplay — eventually you can make use of over 50 possible combat moves! That's serious fighting! But not as serious as the fight to get a review copy out of Domark before the November release date. Prepare for Munch City!

Up, up and awaaaaaaaay!
PHILLEAS FOGG'S BALLOON BATTLES

● Oh dear. Zeppelin do have some potty notions up their sleeve, don't they punters? It's probably because they come from Vic Reeves country. Yes, that's it.

Take their forthcoming game, *Philleas Fogg's Balloon Battles*, f'rinstance. You (Fogg) and your chums are floating around in a balloon attempting to map hostile territory. Well, it's not the territory that's hostile, it's the people that live there. Nasty they are. So you're attempting to map the area so troops can be sent in and give the mean lot What For.

The game: it's a sort of shoot-'em-up and you control the balloon — not easy when the wind gets up from all directions! You have a

Hurrah! It's Doc Croc!
Round The Bend

● Yorkshire TV's crazy show, *Round The Bend*, created by the *Spitting Image* team, gets an airing on the Speccy soon thanks to Zeppelin Games' full-price label, Impulze.

Round The Bend, the game, features the puppet characters from the show including Doc Croc, Lou Brush, Jemima and Vince. It sounds most bizarre (listen up and we'll tell you why): Lou's video printing press has blown up, sending the pages of the comic they're trying to put together all over the place. Each character is assigned a page to find from the labyrinthe-like sewers they call home, while Lou's objective is to track down the blown-away bits of the press.

The action's split into two areas: firstly, there's the wandering around the sewer bit, avoiding water spouts, bats, assorted garbage and ninja teddy bears! It's not just a matter of picking up a page, there's more to it than that, which is where game bit the second comes in...

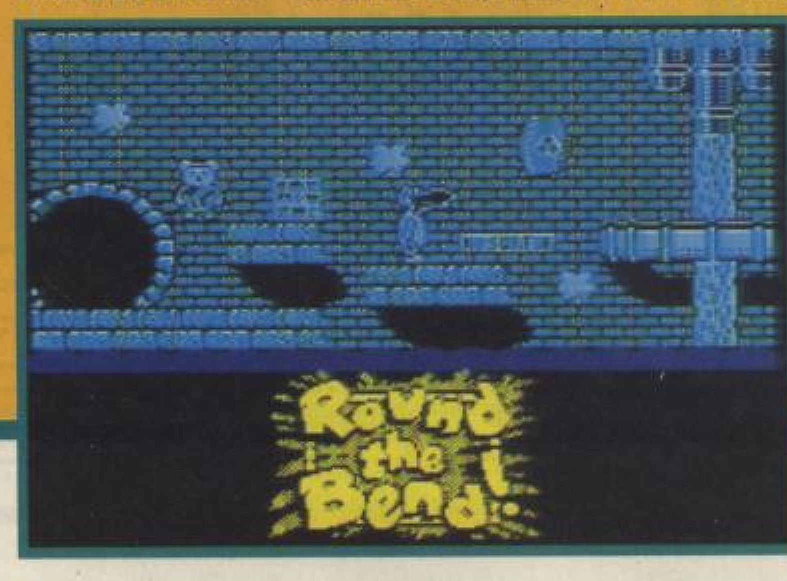
The nine comic pages that have to be found are mini-games the characters have to play through — with a reward of a joke at the end. Most revolve around running away or simply avoiding the comic book characters (which come to life) and completing the game screen enables you to return it to the editorial office.

Impulze have the game lined up for release in September and, although the show has just finished it's tea-time slot on the telly, Channel 4 are to air it on late night slots because it's picked up quite a cult following (like C4, really).

● Doc Croc tackles the larks thrown up on the Bouncing Benny cartoon page — the glove at the bottom is the punchline



● This is the sewers bit — look out for the ninja teddy on the left-hand side!





supply of bombs to drop on the vile characters, useful as they're firing back with guns and a worryingly accurate gun carriage!

You can land at friendly rendezvous points to stock up on ammo and top your fuel up before setting off again over the eight-way scrolling landscape. Make a map, kill lots of horrible cretins, stay in the air (can you navigate over mountains?) and that's it! All out any time now for £3.99. Ooooh! I could crush a grape!

Hit it for six! WORLD CRICKET

● Ah, yes, cricket — that's a jubbly summer sport isn't it readers, all rubbing balls and smacking them with bits of willow on Sunday afternoons while drinking tea and stuffing lots of cream cakes! Lovely. That's why the nation's pottiest software house, Zeppelin, are releasing a wicked cricket game in September.

This cricket game, *World Cricket*, is supposed to be a sort of follow-on from *World Soccer* (except with bat and balls). It's essentially a management game but, like Codies did with *First Division Manager*, the Zep ladz have really tarted it up with an icon control system, groovy graphics and generally made it quite interesting. In fact, Darren Jobling (Zep's boss and happiest person in the software world) reckons it's 'the most accurate cricket management sim available!'

Packed with features, you can play one-day, test or tour cricket matches, select a team (with full statistics on all players), set out the positions of play, check the team's fitness and show match highlights (with little animated sequences). Sounds like one to cry 'Howzat!' at when it's released at £3.99!! A snip of a barg and that's no mistake!



● All the icons (and a smart pic) to get you started in *World Cricket*



●This is the Match In Play bit with a neat bit of cricketing animation on the scoreboard

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LLOYD MANGRAM'S FORUM

'Do I fret and do I fuss? I do not! I just keep on snipping and pruning.' Have you seen that Cafe Hag ad on the TV? Irritating little woman, isn't she? But while it annoys everyone, can anyone stop saying that phrase over and over again? I think not. Anyway, 'snipping and pruning', that's been me in the garden this month (it's getting a bit jungle-like out there) and with your letters. Yes, some letters do have to be snipped and pruned (and there's no point writing in to tell me, because I already know what I've done!). There are reasons: 1. For length; hideously long letters on the same subject can get deathly boring, make your comments short and snappy. 2. some points in your letter may have been covered in a previous issue. 3. Some bits just don't make sense. And 4, Enor nibbles bits away. Ahem. Letters as always to: Newsfield, LLOYD MANGRAM'S FORUM, CRASH, Ludlow, Shropshire SY8 1JW. There's a £40 software voucher prize to be won every month!

TWIN BROTHER

Dear Lloyd
My brother keeps going on about a game he's seen in the arcades called *Mega Twins*. He goes on and on about it and he thinks it's really brill. I thought it would be nice if I could get it for him on the Speccy — at least it might shut him up! These daft *Mega Twins* are getting on my nerves. So, do you know anything about *Mega Twins* (it's a Capcom coin-op, I think) and will they ever come out on the Speccy?
Sam Stephenson, Northampton

You can stop your fretting and fussing right now, Sam. The cutesy leap-around *Mega Twins* will be popping onto the Speccy in the near future, courtesy of US Gold. Check out the Happenings pages for more information.
LM

DECISIONS, DECISIONS

Dear Lloyd
I'm a very proud 48K Speccy owner and have been for seven years! I'm also a CRASH subscriber and I just love the mag! I think the games we readers get free are pretty brilliant, really. My faves are *Super Stuntman* and *Dizzy* from Code Masters (on *Stuntman*, type your name in as BIG SCORE for infinite everything!). The up-to-date reviews, previews and news are excellent; and Jetman's lush too! Oli Frey's artwork is brilliant — he could give me a few tips!

I think the SAM Coupé is an excellent idea, but do all 48K games work on it? I toyed with the idea of of selling Simon (my Speccy 48K) and buying a SAM, but I couldn't be sure of getting £199, even after getting birthday and Christmas money!

Then I considered a +D disk drive and interface but that's still £130. Then my friend told me to think about buying a second hand +3 128K Speccy, and then buying a Multiface 3 for it. If anyone has a spare +3 computer by itself, no extras, for a good price phone me on (091) 268 2448.

Which of these ideas do you think best? Bear in mind I want to do programming as well as have a disk drive. On the subject of programming, where can I find a good book on how to use machine code? I'm not brilliant at BASIC, but I want to see how code is used. My libraries are bare (not literally) of Speccy books so I haven't got one yet! Also, in BASIC (understandable language), how do I get my own programs to load straight away onto the game without having an 'OK' message and pressing RUN?

And now, a missing person bit — or rather missing ad! This involves an ad I saw in the December 1989 issue of CRASH advertising a product called the Video Vault Upgrade to turn a 48K Speccy into a 128K. The last time I recall seeing this was around Issue 71, Christmas 1989 edition. Any idea if it's still around? If so, how much money will I have to sacrifice to get it?

Anyway, queries and niceties over, now for a long moan about the price of games. I remember the good ol' days when I could walk into the local computer store, carrying a mere six quid, and come out of it with a full-price game in my pocket, or three budget games, and still have money for sweeties! Now I can't afford full-price games anymore — since the best are £10.99 to £12.99.

Even budget games can now cost £3.99 each. Why? Well, among other things, pirates! To pirate a game is like walking into WH Smiths, choosing a game, and walking out without paying for it! This causes people who run software houses to lose money and put up prices. It's criminal!!

Well, I'm sorry for going on but I had to write this letter 'cos not one of my many letters, compo entries, Hi-Fire entries, hints, tips, pokes or anything I've written to you has got on to those creamy, white delicious (sexy!?) pages yet! I hope this one does!
Richard Stevenson, Newcastle-upon-Tyne

Don't want much, do you? Well, I suppose I'm here to help. If you're trying to keep your spending budget below £200, I reckon it's best to look

BOXING CON?

Dear Lloyd
Some of these computer companies are a bunch of con artists. I saw the *Dizzy Collection* lying on a shop shelf and I thought, ah, five tapes for the price of three-and-a-half games. I rushed over, got my dusty wallet open and fingered out my life's savings (actually a month's savings) of £10.99. The games were good but that isn't the point. The box was massive and there were two tapes inside. The box looked like it could fit five in. It's the same with games like *NARC* and *Nightbreed*, where the box fits the tape like a Scotsman's kilt.
Paul Hutton, Fife, Scotland.
PS I bet this is the only letter you get from Scotland (Och-aye, the Noo!)

Well, I suppose you'd know all about a Scotsman's kilt, wouldn't you? The Mangram family tartan has never appealed to me so I've never bothered trying to fit in a kilt. Anyway, packaging: I thought you might have guessed that hardly any packaging, whatever it's for, is not merely used as a container for a product but as an attention-grabbing device. Bigger boxes mean more space to shout about the product (and, in software terms, a bigger box makes the product look like it's worth more than a single-library cased cassette, like a budget game). Don't go blaming the software houses entirely, more often than not it's the retail shops like Boots and WH Smiths that demand large soft-boxes for compilations, full-pricers and so on. But thank you for worrying about the world's paper resources.
LM

Lloyd Mangram's HOUSE OF HI-FIRE HORROR!

Bit dark down here, isn't it? Spooky, even. And so it should be, for this is my House of Hi-Fire Horrors, where all you snivelling hi-scorers get your scores printed and I get the chance to mutilate and torture anyone at random just in case they've been cheating! Ha, ha, haaaaa! (that was an evil laugh, by the way).
If you have a so-called high score send it in now, with a photo of yourself, if possible, to: Newsfield, HI-FIRE, CRASH, Ludlow, Shropshire SY8 1JW. All printed entries go into a hat for a £40 software voucher prize draw — the winner becoming Executioner Of The Month! Get your scores in now — see if you can beat the female dominators in the *Kwik Snax* league!



NEW ZEALAND STORY
6,372,750 Mark Stevens, Camberwell, London
541,850 Christopher Webb, High Barnes, Sunderland
TURTLES
479,790 Chris Hurley, Abbots Langley, Herts
410,640 Gareth Crabb, East Dereham, Norfolk
399,800 Raymond Evans, Liverpool
66,230 Paul Feddon, Carlisle
KWIK SNAX
80,190 Mrs Chris Adnitt, Reading, Berks
80,000 Alison Louise Mescham, Aintree, Liverpool
75,550 Philip Whitmarsh, Glossop, Derbyshire
71,500 Dale Gatehouse, Wallingford, Oxford
64,191 P Allen, Denholm, Harwick
43,868 Jonathan Owen, Crewe, Cheshire
RAINBOW ISLANDS
26,387,990 Colin Laing, Shifnal, Shropshire
18,483,278 Paul Feddon, Carlisle
1,881,690 David Pegg, Cherry Hinton, Cambridge
1,206,480 Ian Robinson, Euxton Chorley, Lancashire
704,690 Scott Frew, Parkhead, Glasgow
ROBOCOP
2,000,080 The Shadow, Basingstoke, Hants
94,270 Paul Feddon, Carlisle
71,080 Ian Robinson, Euxton Chorley, Lancashire
ROBOCOP 2
5,312,550 Lee Clapham, Failworth, Manchester
BOMBJACK
301,520 John Cooper, St Brelade, Jersey
TARZAN GOES APE
685,265 Jonathan Owen, Crewe, Cheshire
123,028 J Varden, Millem, Cumbria
NARC
208,600 Stephen Jackson, North Shields
166,000 Mark Green, Sale
UNTOUCHABLES
52,000 Matthew Britton, Ecton Brook, Northampton
DIZZY
75,600 Adam Matusiak, Whittington, Shropshire



MIDNIGHT RESISTANCE
26,970 Andrew Morris, Morriston, Swansea
10,850 Gareth Crabb, East Dereham, Norfolk
OUTRUN
4.928,300 Mark Boreham, Sudbury, Suffolk
HUNTER
19,918 Chris Coleman, Gt Massingham, Norfolk
15,142 D Tipping, Droitwich, Worcs
F-16 COMBAT PILOT
4 Missions, The Shadow, Basingstoke, Hants
CONTINENTAL CIRCUS
2,299,270 Anthony Hughes, Llanrumney, Cardiff
OPERATION THUNDERBOLT
14,849,178 Mark Stevens, Camberwell, London
BATMAN THE MOVIE
120,720 Ian Robinson, Euxton Chorley, Lancs
OPERATION WOLF
517,476 Mark Stevens, Camberwell, London
50,910 Jonathan Owen, Crewe, Cheshire
IRONMAN
2,220,000 Andrew Morris, Morriston, Swansea
TARGET: RENEGADE
3,644,260 Adam, Matusiak, Whittington, Shropshire
1,600,250 The Shadow, Basingstoke, Hants

EXECUTIONER OF THE MONTH
Aw! It's four-year-old Dale Gatehouse from Wallingford, with a hi-score on *Kwik Snax*. He's a bit cheerful for an executioner, though!

around for a second-hand +3, but do make sure it's in full working order when you pick it up. If you fancy tampering with machine code, why not try the company Computer Manuals? they have a couple of Spectrum books on their lists and you can contact them on (021) 706 6000.

To get a program to run automatically upon loading, when you save it, type SAVE "name" LINE 1.

The Video Vault upgrade to transform a 48K Speccy into a 128K model is still available, at the reduced price of £59.99. Phone them on (0457) 866555 for full details.

In your moan about the price of games you do say 'the good ol' days' — remember in the good ol' days everything was a lot cheaper, but, you're right, piracy has pushed the cost higher than normal inflation. So, there you are — all the answers and your name on my creamy white pages (not so sure about the sexy bit).
LM

THAT OLD +2A PROB AGAIN

Dear Lloyd
I thought I'd write to ask your advice, as I received a Spectrum +2A for my birthday last week. I saw your magazine with the two free tapes and bought it. However, I seem to have a problem with two of the games. On *Phantoms*, the game loads okay but after I've played it the game freezes and then resets itself to 48K mode.

Also on *Dizzy*, I can play for a short while then Dizzy starts to leave a printed trail behind him and then the screens start to flash through in rapid succession until that game resets to 48K mode as well.

Please could you tell me if there is any way I can stop this happening or have I just got a duff tape?
Brian Turrell, Peterfield, Hampshire

Have you tried loading the games in 48K mode? If that doesn't work, try entering 128K BASIC, type RANDOMISE USR 0 (reset to 48K) and LOAD "" to load the games. Should be no problem then. Oh, and can everyone please take note of it; the amount of letters we have from +2A owners every month with similar problems is amazing (and I don't want any more)!
LM

it and I felt I had to write to tell you so. I now look forward to next month's CRASH.
Mike Fitzpatrick, Blackpool
PS I've just realised I've mentioned CRASH 11 times in this letter. I'll have to write to Norris McWhirter and ask him if it's a record and I might get into the Guinness Book of Records

Really, Mike, I'm not sure Norris would be too interested (and I don't fancy the barrage of letters from other readers seeing how many times they can mention CRASH in one letter). Norris is far too busy doing sensible things like timing how long someone can sit in a bath of baked beans, or something.

Thanks for your comments (blush), CRASH is an incredible barg only matched by the cheapness of its jokes (especially Charlie's).
LM

LETTER OF THE MONTH

Dear Lloyd
What a shock (turns round in amazement)! I walked into WH Smiths today (they always get CRASH in first) and I saw the beautiful, stupendous July issue of CRASH. Right, I thought to myself, let's dig in my pocket for a couple of £1 coins. So I pulled two pounds out of my pocket and picked up a copy of CRASH. Shock, horror! It costs £2.99. Well, I came over faint, I needed a glass of water or a couple of valium! But then I noticed two cover tapes.

So I thought to myself, the CRASH mob don't usually let me down when it comes to the cover tapes (they're usually brill), so I bought it. I wouldn't want a gap in my CRASH collection. I rushed home as fast as my legs would take me (or should I say as fast as my car would go — within the speed limit, that is, as I'm a conscientious soul) and delicately removed the cover tapes.

While the first game was loading, I glanced through CRASH and lo and behold, my letter is in Live Circuit. Oh! What a bonus to have my name printed in my beloved magazine. Not the star letter, mind you, but at least it's there. By the time I'd read my letter and your comments (very interesting, didn't like the wet haddock bit, but I'm brave, I can take it) the first game had loaded — the demo of *Turrican 2* to be precise. Must admit it's good, if I can amass a few pennies I might buy the full game.

I played the rest of the games; amazing, they're all brilliant. I thought to myself that if I went to a shop and bought these games it would cost me a bomb. So I've just worked out how much it would cost me.

You could class *Moon Magic 2*, *2112 AD*, *Hunter* and *A Shadow on Glass*, albeit that they're good games, as budget. So the price of a budget game is £2.99 (I know some are £3.99 but we'll forget that for the moment). That's four games at £2.99 each, which works out as £11.96, and that's just for starters.

The two demos *Night Shift* and *Turrican 2* I would class as £1 each as they're demos, so that makes the running total £13.96. I would class *Dragontorc* at least £5.99, *Cricket Coach* as about £4.99 (could be worth more but we'll keep it at that), *Space Worm* and *Confused* we'll call £3.99 shots.

All together that makes, erm... (hold on, where's my calculator?), WOW! £33.92, and also CRASH, which must add on at least another £1.50, that makes a grand total of (let's look at the old scoreboard) an amazing £34.42. Well, that means I've saved £31.43! Amazing! I don't know how you do it.

Then, at the back of CRASH it says the next copy is only £2.20 and one of the best Speccy games will be on the cover next month (my guess is Dizzy) with a map. I found it almost unbelievable, can you keep it up? I bet you can. Well, after reading all that I'd bet you say 'What praise!'. You deserve

MAG ON TAPE

Dear Lloyd
Please can you tell your readers about a brand new tapezine out called Gamestar? I write and publish it, and it costs just £1.50 + 50p P&P. Make sure cheques payable to Graeme Coleman. Adverts are also required! Issue one, August/September 1991 out now.
Graeme Coleman, 14 Manor Gardens, Carnoustie, Angus, Scotland DD7 6HY
PS Tape's included! You don't have to send a blank tape!

Sure, I can tell the readers about it — but you've just saved me the trouble (kind fellow). By the way, viewers, we haven't seen a copy of Gamestar so don't blame us if this Coleman character runs off with all your loot. Suspicious, aren't I?
LM

IT'S BEEN A HARD DAY'S NIGHT(SHIFT)

Dear Lloyd
The cover tape on Issue 90 — ace! *Nightshift* looks good, so I loaded it up. After about an hour, I'd completed the first two levels and I thought to myself, I need more. So I went to the bank to take out a tenner, got on the bus and went into town. Shock! Horror! Nobody had it. Please could you tell me if I can send away for a copy.
Laura Pavey, Portland, Dorset

Laura, don't fret, don't fuss — a solution is at hand. If you can't get your local shop to order a copy, you can order one from us at the bargain price of £8.99. Make your may to the mail order pages this instant!
LM

YOU WANT A *?!*

Dear Lloyd
I've written to ask your advice on something which has been puzzling me for a long time. I want to buy an Atari Lynx and I don't know whether I should buy the original Lynx or the Lynx 2. Some of my friends say I should buy the original because there's less to go wrong and it's bigger. My other friend say I should buy the Lynx 2 because it looks better, it's smaller and it's got better controls. I would be grateful if you would help me decide.
Toby Rose, Norwich, Norfolk

Now, listen clothead, you're supposed to stick with the Speccy! I haven't got a clue about the Lynx (though the team on our sister mag, ZZAP!, seem to like them for some peculiar reason) but in any case, it's always worthwhile for a Mark 2 version of a machine to be released, they're usually superior. Though, don't forget about the Sega Game Gear (featured this issue), it's a

crafty piece of machinery. Try to win one in the compo, why don't you?
LM

POSTER PRAISE

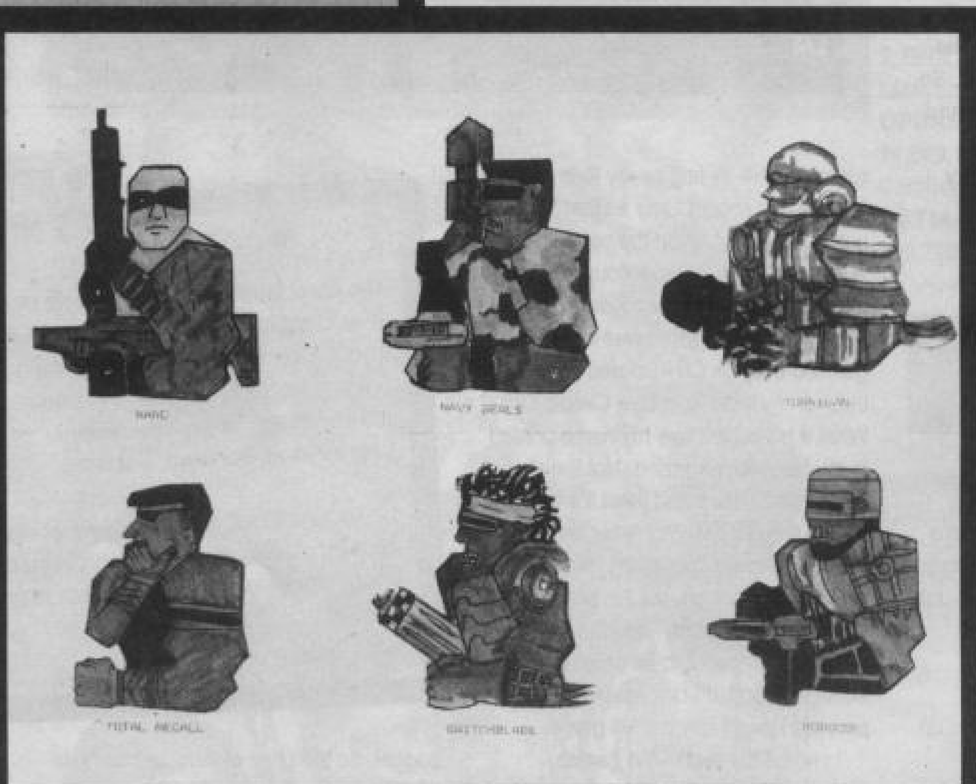


To CRASH
I have sent you a very pretty picture (ooooh!!!) of some of those movie/computer stars that you are always babbling about in your ace computer mag every month. I hope that you can stick it up on your wall (so that you don't forget that you're supposed to be reviewing games and start watching EastEnders instead) without putting dirty marks on your lovely CRASH wallpaper.

I was reading Issue 90 and I saw some Multiface pokes for games that I have. Could you please tell me how to use them? Do you type them in on 128k or 48k or something?

By the way, in Ish 90, when Mike Fitzpatrick criticised the centre page poster, you said that everyone else liked them so they were staying. Well, I do agree but the only problem is that we've not had one for ages (two issues anyway). Could you tell Oli to get his paint brush speeded up so that we can get our bedrooms chock-a-block with colour again? Do you call him Oli paints?! Funny, eh! Don't give me a wet haddock for that last crack as it was the best I can do (*Slap!* —LM).
James 'Waffy' Stafford, Whitley Bay, Tyne & Wear

Cheers for the pics, James — but you really don't have to worry about the wallpaper, Enor the mouse has already scoffed most of it. I don't mind, I never did like the raised bright yellow flowers on a hideous orange background. To use Multiface pokes, you need a Multiface from Romantic Robot; instructions are in the manual. Posters are becoming more and more a regular thing due to the many letters we've had about them. Oli has already got a turbo-charged airbrush (with fetching go-faster stripes on the side).
LM



● James 'Waffy' Stafford from Tyne and Wear doodled with the characters from *NARC*, *Navy SEALS*, *Turrican*, *Total Recall*, *Switchblade* and *RoboCop* and came up with this set (looks like a most delightful playing card deck). A £10 software voucher is heading your way James! Hurrah for that, eh?

NOSEY CREATURE

Dear Lloyd
1. Is the CRASH office a tip?
2. How big is the tank you keep the wet haddock in? (Slap, slap, slap).
3. How many games do you try out a month?
4. How old are the Olibugs?
Richard Moore, Blackburn, Lancs

1. A tip? Oh no! Well, it remains vaguely untip-like for one hour after Shirl (CRASH's Dust Extraction Executive) has been around with her Super Sucker vacuum and then Nick is most helpful in returning it to its normal state.
2. Tank? Tank? You're joking! The haddock's well and truly dead (you can tell because of the bits that fall off every time it's used). But to keep it moist it's left in the loo (and touched up with a bit of Vaseline Hand and Nail cream).
3. All the games that are featured in the mag (except, maybe, for a few of the naffer rereleases).
4. The original Olibugs like Buzz, Hornz and Olioctopus (who have been a bit quiet of late) are over seven years old but new ones just keep crawling out of the woodwork!
5. Oh, there wasn't a five (it's just that there so often is).
LM

MOANING ABOUT MOANING

Dear Lloyd
I am sick. Not of the small amounts of games coming out, not of the speccy scene, but of people moaning about the small amounts of games and the Speccy scene! At least one letter per issue says the Spectrum is dying. Although I'm going to upgrade to a better computer (hopefully), I will still buy CRASH. Also on your readers poll not once did the death of the +3 come up on the worst things. I just hope we get some good games this year!
David Sanders, East Sussex
PS The *Kwik Snax* music is better than the *Rainbow Islands* music.

You know what makes me really sick? Sticking two fingers down my throat, that's what ('Ere! That's a bit aesthetically displeasing for a letters page, isn't it? —Ed).
LM

CELEBRITY JOKE SHOP

Ting! Ting! It's opening time at Ludlow's favourite haunt — Celebrity Joke Shop. And the man behind the counter (wearing a rather fetching apron) with joke to almost tickle your funny bone is CRASH's art assistant, Charlie Chubb. Do it, fluid!

'Have you 'eard the one about the man who went to the fancy dress party carrying his girlfriend on his back? The bloke on the door says 'Ere! What 'ave you come as?' And the other bloke says 'I'm a Teenage Mutant Ninja Turtle and,' (pointing at his back), 'this is Michelle!' (Michelle — me-shell! Haw! Haw! Geddit?!?!!)'

Ahem. Yes (be off with you). I think it's early closing today, don't you punters? If you would like a part-time job at the Celebrity Joke Shop, send your attempt at mirth making to: Newsfield, CELEBRITY JOKE SHOP, CRASH, Ludlow, Shropshire SY8 1JW. If your 'joke' is featured in the window display you'll get a Celebrity Joke Shop certificate (can't say fairer than that).

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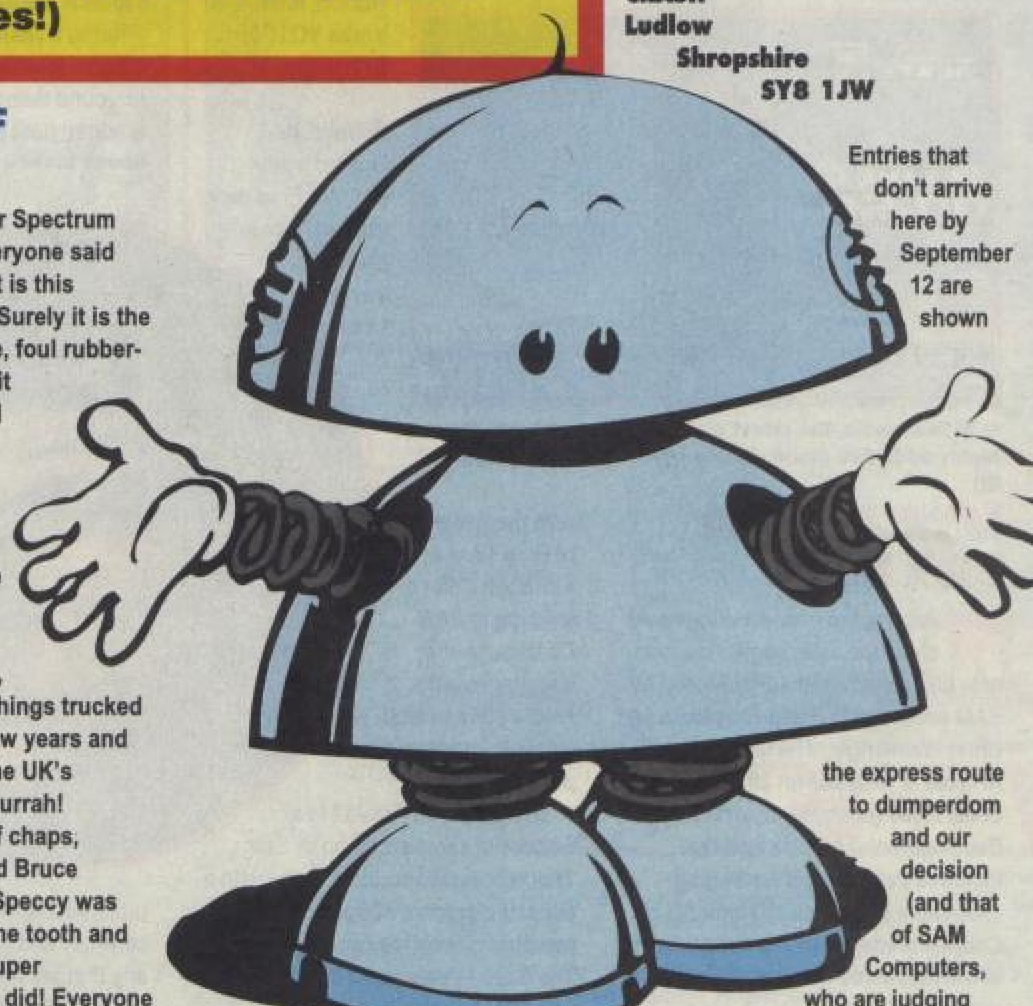
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It's spooky, hey looky!

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FIRST, A BIT OF 'HISTORY'

● In 1874, the Sinclair Spectrum was launched and everyone said 'Lord in Heaven! What is this infernal contraption? Surely it is the devil's work? Be gone, foul rubber-keyed item!' So, erm, it didn't go down to well then.

The Speccy then saw the light of day in 1982 and this time everyone said 'It's the home-computer sensation that's sweeping the nation!', because it was. And things trucked along like that for a few years and the Speccy became the UK's favourite computer. Hurrah!

In 1987, a couple of chaps, namely Alan Miles and Bruce Gordon, thought the Speccy was looking a bit long in the tooth and decided to invent a Super Spectrum — and they did! Everyone said 'Behold! 'Tis truly a wonderful beast (but why on Earth is it called the SAM Coupé?)'

SUPER COUPÉ

Yes, the SAM's been around for over 18 months now and has picked up a loyal band of followers. Support is growing with more hardware and software being produced all the time — check out the review of *Prince Of Persia* from last issue and the *F-16* demo on this month's Powertape for proof!

So, what better way to celebrate SAM's success than with a triff and brill compo! SAM Computers have stumped up a splendid first prize — £200 worth of SAM stuff! So, if you don't already have a Coupé, you can win one, complete with disk drive! If you *do* have one, you can pick up £200 worth of SAM goodies! Mega, eh? Ten runners-up each get a copy of the latest bit of SAM software: *F-16 Combat Pilot*.

MAKE A FUNNY

To be in with a chance of winning all you have to do is create a cartoon featuring SAM — the only condition is that it must be in the format as shown on this page (ie, four frames, with our illustration as the first frame, though you have to put in your own text). Make it funny, make it crazy — do what you want!

Remember, if you don't want to cut up the mag, either make a photocopy or re-draw the whole thing yourself. Easy as that! Send your entries to:

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Entries that don't arrive here by September 12 are shown the express route to dumperdom and our decision (and that of SAM Computers, who are judging too) is final, absolute and anyone who argues will be munched. So, *naaaaaah!*

EVERYTHING YOU WANTED TO KNOW ABOUT THE SAM

(but were too lazy to find out for yourself)

■ The SAM uses the all-new Z80B microprocessor, an advanced version of the Z80 used by the Spectrum and Amstrad, running at 6Mhz. It has 32K x 8 of ROM that contains SAM BASIC, disk bootstrap and BIOS. The basic model has 256K of RAM upgradeable to 512K and Megabyte interfaces are available to be plugged in via the expansion connector.

■ Sound is supplied by a Philips SAA 1099 synthesizer, giving six channels and eight octaves, all in stereo. Graphics come from a Motorola MC 1377P Video Chip. BASIC offers four different screen resolution modes.

■ The SAM has interfaces for TV, colour composite video, digital and linear RGB (through SCART), a standard joystick port, mouse, lightpen/lightgun/audio out, 3.5mm cassette jack, MIDI connectors and a 64-pin Euroconnector for further peripherals. The keyboard has 72 full travel keys, membrane type, including ten function keys.

Hello there! Here's my SAM cartoon. Most amusing, isn't it?

Name..

Address..

....

..................................Postcode.......................

❑ I don't have a Coupé and want to win one

❑ I do have a Coupé and want £200 worth of goodies

The SAM Page

Lots of exciting things have been happening on the SAM lately, most of which are very 'hush, hush' so I can't tell you about them. In fact, I don't even know myself! Useless, eh? Stay tuned and all will be revealed in the only regular SAM Coupé page (ie, this one)!

SAY CHEESE!

At long last SAM Co have released their mouse. It's effectively the mouse mark two — originally the idea was to produce a custom chip that would be mounted in the mouse but this was too expensive. SAM Co have opted for a special interface that plugs into the mouse socket and can be used with any Atari ST compatible mouse.

The user can either buy the complete package that includes interface with leads, an excellent Atari/Amiga compatible mouse, software and a mouse holder, or just the interface and software.

The free software includes a basic sliding puzzle game, a program that shows the coordinates coming from the mouse and an updated version of the art package *Flash!* (that crashes if you select any control method other than mouse!).

The mouse is especially useful for creating artwork. I tested out the new *Flash!* and found the mouse worked well for drawing freehand curves and sketches but when it comes down to the fine detail you definitely need to switch back to keyboard. It helps if you use a good quality mouse mat, otherwise the cursor tends to jump across the screen.

The SAM Co mouse is available now with a £39.95 price tag for both interface and mouse.

■ There's also been an outbreak of mice down on Ynysforgan Farm with the arrival of Blue Alpha Electronics' mouse. Unlike the SAM Co affair, the BA mouse plugs directly into the joystick port and is compatible with any piece of software that uses an Interface 2, Sinclair joystick interface or redefinable keys. The mouse costs £31.99 direct from: Blue Alpha Electronics, Ynysforgan Farm, Morriston, Swansea SA6 6QL.



● **With *Arcadia*, the latest disk magazine, you get the highly addictive game *Columns* (we can't stop playing it!)**

LAWKS! MORE DISK MAGS

Joining the ever-swelling ranks of Coupé disk magazines is a new title called Arcadia, produced by SAM enthusiasts Philip Brayshaw and Chris Wainwright. The first issue of *Arcadia* is released on 20 August and costs £2.00 (cheques to Arcadia Developments) on disk and that includes postage and packaging.

Arcadia combines all elements of Coupé entertainment, as the contents of the first issue show: there's a editorial piece, a disk sector editor (updated from the PD version which can recover erased files), a puzzle game called *Columns*, a selection of graphic art, a crossword and a compo. The entire magazine is well presented and easy to use.

The disk sector editor is a very useful utility to have and *Columns* is a superbly addictive version of the game that's currently a hit on the Sega. It plays in a similar fashion to *Stack-Up*, with groups of three tiles falling into a pit. The objective is to match groups of three like-coloured tiles together to make them disappear before the screen is filled with tiles.

With these two items being the star attractions and the low price of £2.00 you can't go far wrong with Arcadia. Contact: Arcadia, 16 leahurst Close, Norton, Malton, N Yorks YO17 9DF. Bravo chaps!

■ Colin McDonald's ever-popular Fred disk magazine continues its success with the release of Fred 12. Although Colin's working at SAM Co through the summer months, *Fred*'s still available and he's just upped the price to £1.50.

Of interest on *Fred* 12 is a wonderful sampled demo of *Star Trek* voices and sounds, along with a animated graphic of Spock and a sampled piece of music from Bomb The Bass — very good it is too.

For those who want more from their SAM, *Fred* 12 features the seventh machine code lesson, a *SAM Jotter*, which acts just like an on-screen notebook, and a utility called *SAM Point* which shows the use of a WIMP (window, icons, mouse, pointer) control system on the SAM.

Add to that a collection of graphic screens (with a Garfield special this issue), a couple of graphic demos and the useful collection of items in the Bits And Bobs section, and *Fred* 12 is well worth getting hold of. Cheques to Colin McDonald at: Fred 12, 40 Roundyhill, Monifieth, Dundee DD5 4RZ.



● **Eeek! Eeek! The mice have invaded the Sam! Where's the cheese?**

OUTLET'S COMPO

Chezron Software, the people that produce the SAM disk mag Outlet, are offering a cash prize in a compo. They're looking for the best graphics or sound demo on the SAM and have £100 to award as the first prize. All entries will be examined carefully and judged by its editors and any that are featured in *Outlet* will receive a minimum prize of £10.

The competition runs over the next six months and you can contact *Outlet*, for both the magazine and compo details, at: Chezron Software, 605 Loughborough Road, Birstall, Leicester LE4 4NJ.



● **Ha! It's old pointy-ears himself! Spock makes a guest appearance in the *Star Trek* demo featured in *Fred* 12**

That's all for now. If you've any Coupé news, software or hardware, send it to: Newsfield, NICK'S SAM PAGE, CRASH, Ludlow, Shropshire SY8 1JW. Ta-ta!



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- *FREE Starter Kit*
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FREE! COLOUR KIT

RRP £428.88
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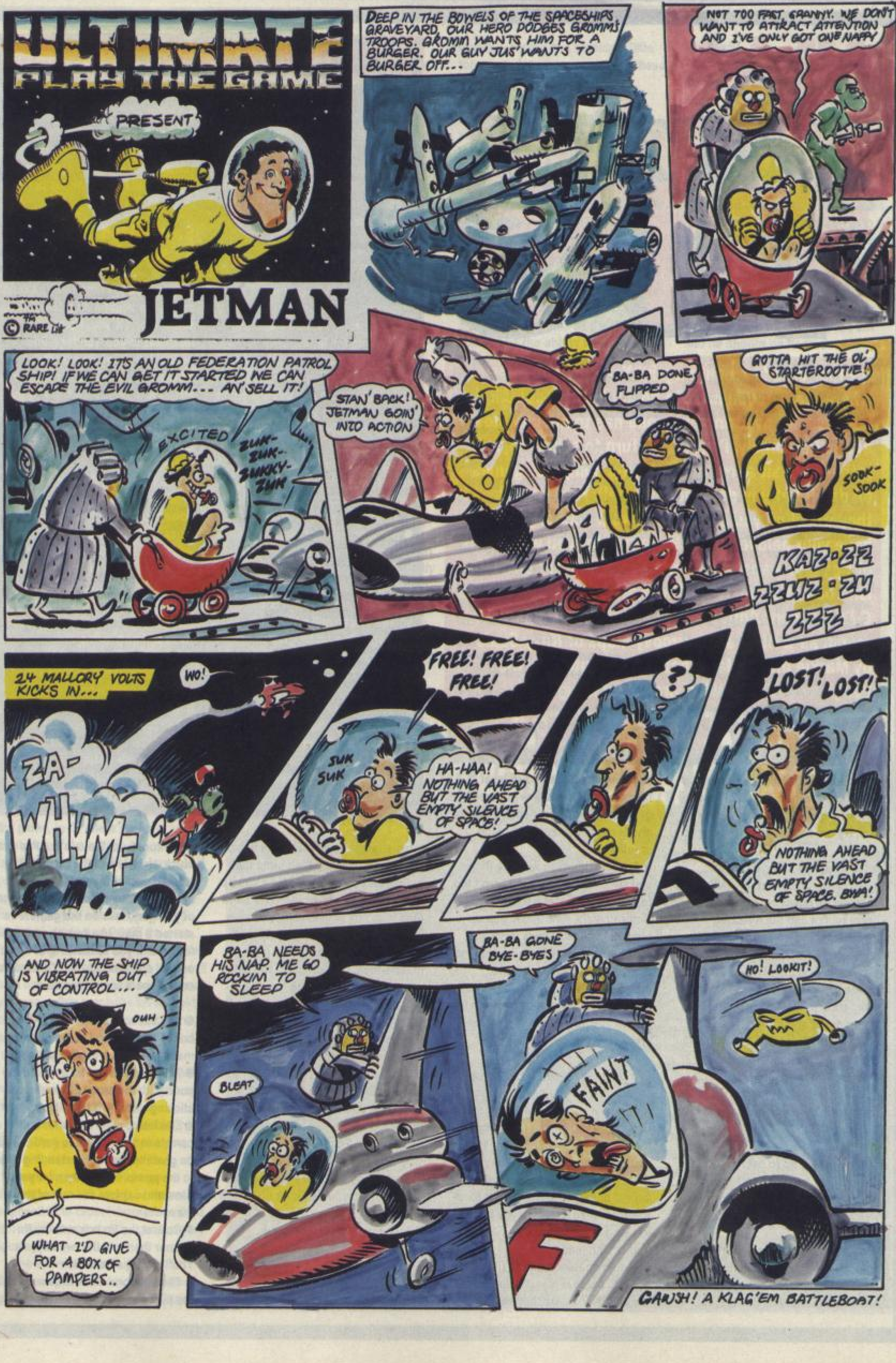
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NOT TOO FAST, GRANNY. WE DON'T WANT TO ATTRACT ATTENTION AND I'VE ONLY GOT ONE NAPPY
LOOK! LOOK! IT'S AN OLD FEDERATION PATROL SHIP! IF WE CAN GET IT STARTED WE CAN ESCAPE THE EVIL GROMM... AN' SELL IT!
EXCITED
ZUK-ZUK-ZUKKY-ZUK
STAN' BACK! JETMAN GOIN' INTO ACTION
BA-BA DONE FLIPPED
GOTTA HIT THE OL' STARTEROOTIE!
SOOK-SOOK
KAZ-ZZ
ZZHZ-ZH
ZZZ
24 MALLORY VOLTS KICKS IN...
WO!
ZA-
WHUMF
FREE! FREE! FREE!
SUK SUK
HA-HAA! NOTHING AHEAD BUT THE VAST EMPTY SILENCE OF SPACE!
?
LOST! LOST!
NOTHING AHEAD BUT THE VAST EMPTY SILENCE OF SPACE. BWA!
AND NOW THE SHIP IS VIBRATING OUT OF CONTROL...
OUH
WHAT I'D GIVE FOR A BOX OF PAMPERS..
BA-BA NEEDS HIS NAP. ME GO ROCKIN TO SLEEP
BLEAT
BA-BA GONE BYE-BYES
HO! LOOKIT!
FAINT
GAWSH! A KLAG'EM BATTLEBOAT!

Nick's playing TIPS

It's that dreaded month again! You know, the one where most of you have to go back to school. All the holidays are over and everyone has to knuckle down again! Personally, I'd rather return to school myself rather than sit at my desk playing computer games all day (I bet you don't believe me!). Never mind though, when you come home from school you'll have your beloved CRASH waiting for you with loads of tips and maps of the latest games to try out. Life isn't bad after all, is it? There are tips on *Golden Axe*, *CJ's Elephant Antics* and *Shadow Dancer* this time round, as well as some groovy maps of *Navy Seals* by Markie on his Mac (that's a computer not the cough sweet!!). So what are you waiting for?!

CJ'S ELEPHANT ANTICS

Yeah! This is one groovy game from Code Masters. I played for hours and completed the game! But then I did have a special cheat version (ha!). No such luxuries for you lot, you'll have to make do with these tips on a few levels from the Welsh Man!

France

- If you lose a life use the invulnerability to run across spikes, through baddies and get further into the level.
- The cloud can be troublesome when it starts firing lightning bolts. To kill it jump up and throw a bomb when it's near. If you haven't got bombs then things are a little trickier as you'll have to jump up to a higher platform and fire as it comes up — trouble is that the cloud moves fast so fire as quickly as possible once you jump up.
- Bombs thrown off-screen from vertical platforms are still active and can dispose of baddies below before you descend.
- Even if your elephant is off-screen he can still progress, although it's a lot tougher negotiating spikes and baddies when you can't see what you're doing! It's recommended that the on-screen elephant go back to bring his friend back. If he can't then carry on through the level — the lost buddy will pop up eventually in a better position, at the cost of a life.
- The best way to kill the end-of-level hunchback is to get close and bomb him as fast as possible. Then run away to avoid the bullets and repeat until he falls off his perch.

Switzerland

- In Switzerland, the penguins perform in exactly the same manner as the French frogs except they jump about a bit more. If you see one below you, bomb him! If he's next to you, run for it and peanut him from a distance.
- Avoid the snowmen as they're armed with their snowballs. Only peanut them from a distance and from a lower level, bomb from above but watch out for those balls!
- Catching the cable car can be tricky in one-player mode and downright infuriating in two-player mode to see your so-called friend leave you behind. The second cable car can be jumped on every other time the first reaches the top. Try jumping to the second one from the middle of the first before it reaches the middle pole.
- The Yeti takes about 35 peanuts to kill but you may not get a chance to peanut him as he bounces around and the stalactites fall all around. The best bet is to use bombs on him when he's close and if you risk getting really close you can unleash loads of bombs very quickly and finish him off!

SHADOW DANCER

This game is a bit like *One Man And His Dog* gone mad, isn't it? If you're having a spot of bother with your pup, try out these tips on the game.

★ It's easier and quicker to hold down fire and push left or right in the appropriate direction, rather than pressing fire and the direction together. This also applies to jumping up and down between platforms. Don't hold down the fire button too long before firing, or Fido wanders off!

- If in doubt about tackling a bad guy, send in Fido! Don't rely on him too heavily, though, as he can be struck down from the slightest hit from the enemy. A moment's distraction is all you need to kill the bad guy if Fido gets his teeth into him.

★ Try jumping up to get the bad bloke to fire and then unleashing shurikens on him. This works quite well against the shield-throwing henchmen.

- As a last resort, use your magic. It's inefficient to use it on normal bad guys but it gets you out of tight and often fatal situations. It's best to keep magic for the end-of-level opponents as each time you use it, it gets rid of two enemy energy points and is much quicker than using shurikens.

★ To avoid tangling with the ninjas, just keep walking, as they aren't too fast and quickly get left behind. Unfortunately, new ninjas pop up ahead of you to replace them and with these you will have to stop and dispose of them to be able to progress. They appear in set areas of each level. Once you've played a few games you should get wise of the areas to avoid.

Standing Henchmen ■ Easy! Just crouch and let 'em have it. Watch out for those who can crouch and stand.
Crouching Henchmen n Stay below the crouching men and jump straight up to Shuriken them after they've fired, or alternatively jump their bullets or knives and shuriken them if you're close enough. Fido takes too long to get to them so don't bother with him.
Lying-down Henchmen ■ The best bet with these is to get below their line of fire and after they've fired jump straight up and let them have it. If this isn't possible then jump their bullets and send Fido in for a chomp.
Shield-throwing Muscle Men ■ Send Fido in at any time except when the shield is in flight, as it returns and kills him while he's attacking the muscle man. Crouch to kill the bloke when his shield is flying overhead.
Ninja ■ Stop firing for a few seconds and the ninja walks towards you. At this point let him have a gut full! If he's jumping then all the better as one hit will kill him!
Fire Bomb-Throwing Fat Blokes ■ Stay back until they've thrown the fire bomb, wait a few seconds and then send in Fido to distract the Fat Guy. The fire bomb should have fizzled out by the time Fido gets to the baddy so you can walk up to him and kill him. Alternatively, go for the risky jump over the fire bomb.

LOP EARS

I just love this budget arcade adventure from Players but I've got stuck. Here are all the puzzles I've worked out for myself but I'd appreciate any more information any of you may have on the game. I've started a map, too, but it's not quite finished. If you're thinking of sending one in, don't forget the POKEs on a cover tape a few issues back.

- The cashcard you find on the boxes can be used in the cash machine to get a five pound note.
- The bucket must be used on the pond with the small piece of grass sticking out into it to fill it up.
- The lettuce you find with the carrots in the vegetable garden must be given to the rabbit standing near to the pump. He will then let you pass and explore the rest of the burrows.
- Collect the tin box and the tin opener then mix the two objects. You'll find the balloon.
- The balloon can be blown up using the pump you find behind the nasty

rabbit!

That's as far as I've got. Please send in any tips, solutions and maps you may have for the game — it's driving me bonkers!!

PHANTOMAS

Here's the complete solution to that game from the Code Master cassette on Issue 89. Dirk Mayer, all the way from Germany, has sent this in. You'll need the Romantic Robot utility, Multiface, to complete the game as Dirk POKEs new platforms into the game!! The sneak.

The first thing to do is go into the Multiface and POKE 44819,0. This will give you infinite energy. Now you have to work out your own route to throw all 36 levers. Here the map comes in very handy.

In screen A3 you'll find a helicopter. By touching it at the right position you will be whisked off to a screen with mountains in the background. Go left and you'll see a lever beneath a white thing with pipes around it. Throw the lever without touching the white thingy. To do this go carefully near it then turn right and do a high jump. Now go back to the helicopter and jump at it. You should be back in screen A3.

In A6, you'll have to touch the rocket where the chequered stripes are. You'll be on the moon. Hit the lever and go back to A6. You should now have thrown four levers. Look at the map, find and throw the other 32 but before you do that go to A8 or the door to H1 won't be open!

There are some tricky screens in the game. In G7 there's a lever at the right side of the screen. It's very hard to get to it without falling down and if you fall there's no chance to get up again. So before you attempt to get to the right you should go into the Multiface again and POKE the area from 18499 to 18522 with 255's. Now under the moving platforms there will be a line. Go back into the game and you can safely reach the lever (hold on, POKEs to create new platforms in a game — that's cheating to its highest degree!!).

If you've thrown all the levers and have heard the alarm sound, you can head for screen C1. You'll see a strong box which changes colour. Get it! Now you have to make you way to the treasure room, H1.

Normally, you'd have to go through room H5, which is almost impossible to cross! Arrows are fired from the left and end the game if they touch you!

The alternative is to go to room G2. There you have to go into the Multiface to POKE a hole into the floor!! The following addresses are all in HEX: you must POKE the addresses 503A, 503B, 505A, 505B with the value 0. Then you have to increase the second digit of these addresses (ie. 503A to 513A, 503B to 513B, etc) and POKE them with 0. Repeat this until the addresses 573A, 573B, etc have the value 0. If all this has been POKEd correctly, a hole should be in the floor.

Go back to the game and drop down through the hole. If you had visited A8 before the door will now be open. Don't go to the right because if you then re-enter room H2 the door will be closed again. So go to the left immediately.

Now in room H1 you will see the treasure. Get it! Now the coffin will open and a hand fires at you! Immediately go to the block closest to the (now closed) door. Jump at the door. The hand will fire at the door thus opening it. Now rush out. Go right.

In room H5 just fall down (don't jump!) so you land in front of the skeletons. Go right as far as possible, make a long jump and then a high jump at once. If done correctly you'll have escaped from the arrows. Now get to screen D8 to complete the game.

GOLDEN AXE

Here's one mean arcade conversion, with some impressively coloured graphics, too! If you're finding the burning, slicing and beating a little too rough (you poor souls), try these tips.

The game fighting system allows you to make three types of attack on the enemy. *Aerial* which uses the Piledriver, *Normal* which is sword/axe swipes and kick, and *Speed* which uses the shoulder butt and, in the case of the dwarf, a flying headbutt.

Aerial

The piledriver is by far the best move available due to its strength, speed and the ability to wipe out superbaddies with a few attacks. However, it's slightly harder to implement than a normal aerial attack as a combination of speed is needed.

You should always use piledrivers on the superbaddies, coming in on them at an angle in the air — otherwise there's a good chance he'll hit you with his weapon (ooh no! Stop it madam! Don't!) while you're jumping up if you're on the same horizontal line.

From level two onwards, piledrivers will become essential for your survival so make them part of an ordinary attack. You should always remember to come in at an angle and retreat as soon as the opponent is floored so they don't catch you off guard when or if they jump up again.

Normal

By simply holding down the fire button and moving in a direction you'll perform either a sword swipe or a kick. Timing is essential in later levels for this attack to work. The best time to press fire is before they can get within reach and perform a violent act on you. It's better to miss one or two swipes first rather than let them have the edge. You see when you hit them once as they're stunned, but be quick with the follow-up because they come back quickly in later levels. As soon as you stun him, move in for the kill and he should be floored.

If you're going to use this attack on superbaddies it's recommended you run just in front of them and press fire as they can easily be outsped.

Speed

Is this move really worth using? I mean, the only use this could possibly be to you is to stall the enemy so you can get your act together (useful in Ludlow if some local yob wants to 'have a go!). If you really want to use this move and show off the head/shoulder butt, do so on the first level as this move is really inaccurate(like the locals!).

If you're really desperate or want to relax you can use this on a superbaddie, although it takes an

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD RACER!

This is one of the only race games I've seen that goes for total realism in the graphics. The way the cars tilt and turn around the bumpy track is amazing! Here are a few tips for those who are finding it a bit tough.

☆ A good tip to slow down the rate at which the computer-controlled cars improve their performance during a game is to wait at the finishing line (if you're in first position) until the second place car is about to beat you to the post. Just accelerate across the line and while you won't have a good lap time it will fool the computer into thinking you're a beginner/slow driver and thus the computer cars are modified at a slower rate.

☆ When in the pit shop, start with shocks and tyres. Upgrade these to half or three-quarters full with one higher speed added on initially to keep you ahead of the pack. Never buy into one of your credits unless it's absolutely necessary as they're vital on the later levels. The way I buy equipment is to fill up with shocks, one unit per pit shop stop, then full nitros (don't go over the limit). When you're full up with shocks do the same for tyres. When you've got all the tyres you should notice the car's sharper cornering. At any time, if you get $200.000 or more get a higher top speed then, with what's left, top up on nitros (between 40 and 60 nitros provides for the best acceleration). When you get down to ten or so nitros, stock up again.

☆ On the very first race, nitro away from the pack. Only do this when there's a long straight ahead with no cars in it.

☆ If you get jammed with another car, use the nitro. You'll probably fly back but at least you'll be free.

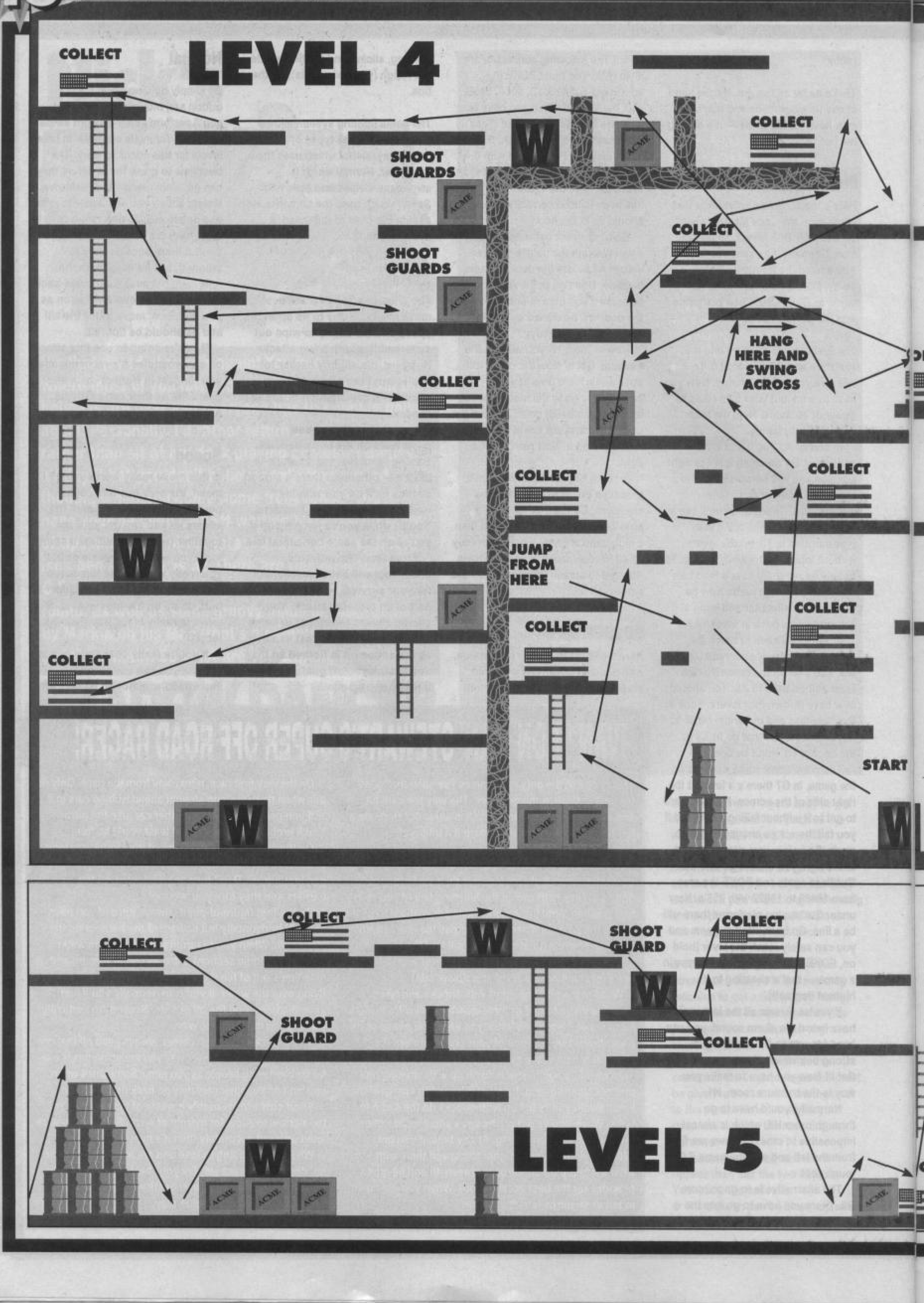
☆ On the second race at the top of the circuit, position your car in the middle of the two barriers and just hit the gas (not nitros). Don't turn as you always hit the barriers and they turn you around!

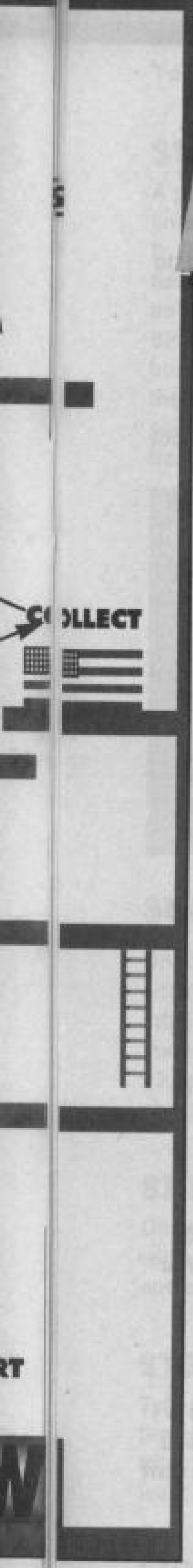
☆ On the first figure-of-eight, always nitro (if you have any left) horizontally but beware of the barriers on the other side. When you're turning to go over the water vertically (middle section), nitro as you're turning and nine times out of ten if you've done it right you'll go flying over the water. If you turn normally you'll just skim the barrier on the other side. Never nitro vertically when going the opposite way.

☆ On the track with a high corner, always jump off that corner using a nitro. Whichever way you are going this is useful for overtaking people as you jump. Sometimes when you land on the other cars they go back or slow down.

☆ Short cuts are invariably a waste of time as they're too narrow to allow for margin of error. So unless you're lined up dead accurately then it's best to go around.

☆ When you're going to lose and are in fourth place or so, don't let the race go. Try your best to move up into third or second place as you get more cash ready for when you use your continue play.

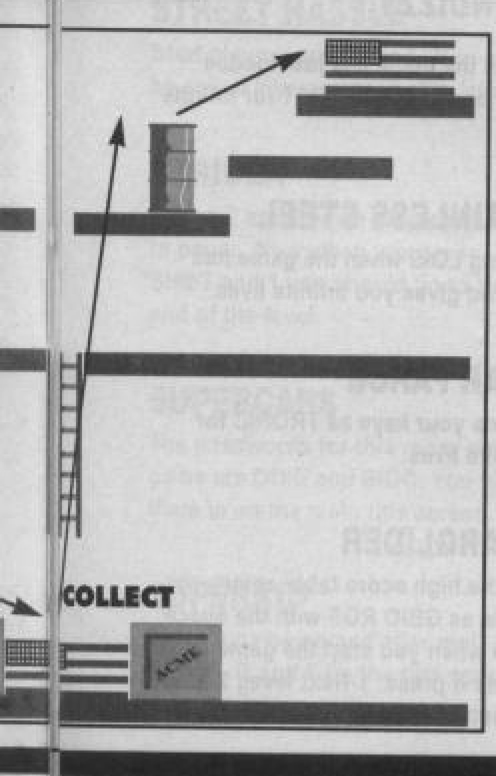

LEVEL 4
COLLECT
SHOOT GUARDS
SHOOT GUARDS
COLLECT
COLLECT
COLLECT
HANG HERE AND SWING ACROSS
COLLECT
COLLECT
JUMP FROM HERE
COLLECT
COLLECT
COLLECT
START
COLLECT
COLLECT
SHOOT GUARD
COLLECT
SHOOT GUARD
COLLECT
LEVEL 5



Navy S.E.A.L.S.

LEVELS 4 AND 5





age before he's finished off. Watch out for fast-moving skeletons which don't give you time to do a charge. Charges can also be performed on Bizarrians.

Riding Bizarrians

There are the two types of Bizarrian. The first breathes fire onto the ground next to it and the second spits fireballs right across the screen. For the former, wait until the enemy is about a sprite's distance away and let him/her/it have it (generally fire just before the enemy reaches swiping range). You must ensure you're on the same horizontal line (or slightly above) the opponent as it could get behind you and clip you from there.

With the latter Bizarrian, the same rules about lining up your target apply except you don't need to wait at all — just fire and the fireball will hit. When it hits, move up the screen a tad and have another one ready for when the sucker gets up again. Repeat until opponent is dead.

Protect your Bizarrians at all costs as they're your most powerful ally (after Magic) and can only take three or so hits before scarpering. Both dragons, however, do flying headbutts (double move in either direction and fire). These are slightly more powerful than normal head/shoulder butts but still take an age to work on superbaddies.

Thieves

These are quite useful as they yield Magic Pots and more importantly, Energy Top-ups. The blue thieves give you an extra level of magic per pot and the green tops up any lost energy to full on the current life (don't bother chasing the green thieves if your energy bar is three bars full).

The thieves are quite easy to hit once you know where to strike and their patterns of movement. Run in front of them and wait until they stop and then have a go. If you're lucky you may get three levels of magic out of the blue ones. Obviously, only one energy top-up is needed from the green thieves. If you don't touch them, the thieves will eventually run off-screen anyway.

Killing Superbaddies

At the end of each level a superbaddy appears with a humongous superweapon intent on contact with your head. Normally these guys come on slowly, so position yourself for a diagonal piledriver and when he's in range let him have it. Timing is essential as an early piledriver leaves you recovering right next to the baddy while the action too late sees a sword/mallet swipe chop you out of the sky.

If the superbaddy comes on quickly, stand still. When he's close use the headbutt to floor the blighter!

Magic

The best time to use full-power magic is on the second superbaddy of a level, as the second is nearly always slightly tougher. Also use full-power magic on the knight.

Use small levels of magic often and save up for superbaddies. Try to use the top or the bottom of the screen as they're the most accurate points for magic potion use.

LED STORM

The Crash Cheat Directory!

Part 2!

When the countdown has finished collect a few points and then press BREAK twice. This will abort the game. Now when you restart your BREAK twice. This will abort the game. Now when you restart your score will be around 300,000 points! This will vary depending on your initial score.

LITTLE PUFF IN DRAGON LAND

Hold down all the keys (precise!) on the menu screen to start with immunity.

MASK III

The passwords are MAYHEM, TRANSMOGRIFY, VALKYR and PETALS OF DOOM.

MATCH DAY

If you type in RITMAN when the game starts then any other key the sound will be turned off (thank goodness for that!).

MISSION FALLOUT

On the title screen press BREAK and a speed menu will appear. Select what speed you want and press fire, a hardness menu will appear. You can now make the game very easy!

MOUNTY MICK'S DEATHRIDE

When playing the game press K to become invincible.

MUGSY

When the syndicate asks you how many customers you want to buy type in 88888888 and you will get #10,000,000!

NAVY SEALS

Type in CLUBBING SEASON on the high score table for cheat information.

NEBULUS

Hold down N, E, B and CAPS SHIFT all at the same time. You will now have infinite lives and if you press CAPS SHIFT and a number, that is the level you will go to.

NEW ZEALAND STORY

Type in FLUFFY and then PHILLIP on the title screen. You will have infinite lives and a mega-weapon.

NIGHTMARE RALLY

When a race has started press

SYMBOL SHIFT and Q simultaneously to enter turbo mode! You won't be able to crash! Press SYMBOL SHIFT and W to turn it off again.

NONTERRAQUEOUS
If you psyche is getting low just go to the right of any vertical shaft and while pressing right go up to the next screen then back down again. Your psyche will go up by five each time! But beware, if it goes over 800 you will die instantly.

OLLIE AND LISSA
Press PORTCUL after the menu choice and Ollie can zoom around the screen.

OPERATION WOLF
At the start of each level when it says COMMUNICATIONS SET-UP hold down as many keys as possible then let go. If you get the correct ones the you will get a message saying OK CLEARED THIS SCENE and will go onto the next. You can repeat this until you have completed the game!

P47 THUNDERBOLT
This is that fabbo game about after you've eaten lots of beans isn't it? Oh well, maybe not! Type in your name as ZEBEDEE on the high score table for infinite lives.

PSYCHO PIGS UXB
Duck all through a game and then get up to pop off the last few pigs. This way you will soon complete the game and have lots of bacon sarnies for tea!

QUARX
Enter HI GREG on the high score table then press Z, S, D, G, H and B to get eight lives and move onto the next level!

QUICKDRAW McGRAW
Hold down SETUIOP on the menu screen for infinite energy.

RACE (THE)
Hold down P, I, T, Y and SPACE and the clock will go to 99.

RAMBO III
On level one walk to the far left of the screen so that you are just on it then walk up towards the wall. If you do it correctly you should walk through it! If you hold down the keys QWERT when you are about to load the first level then again whilst playing you should move onto the next level.

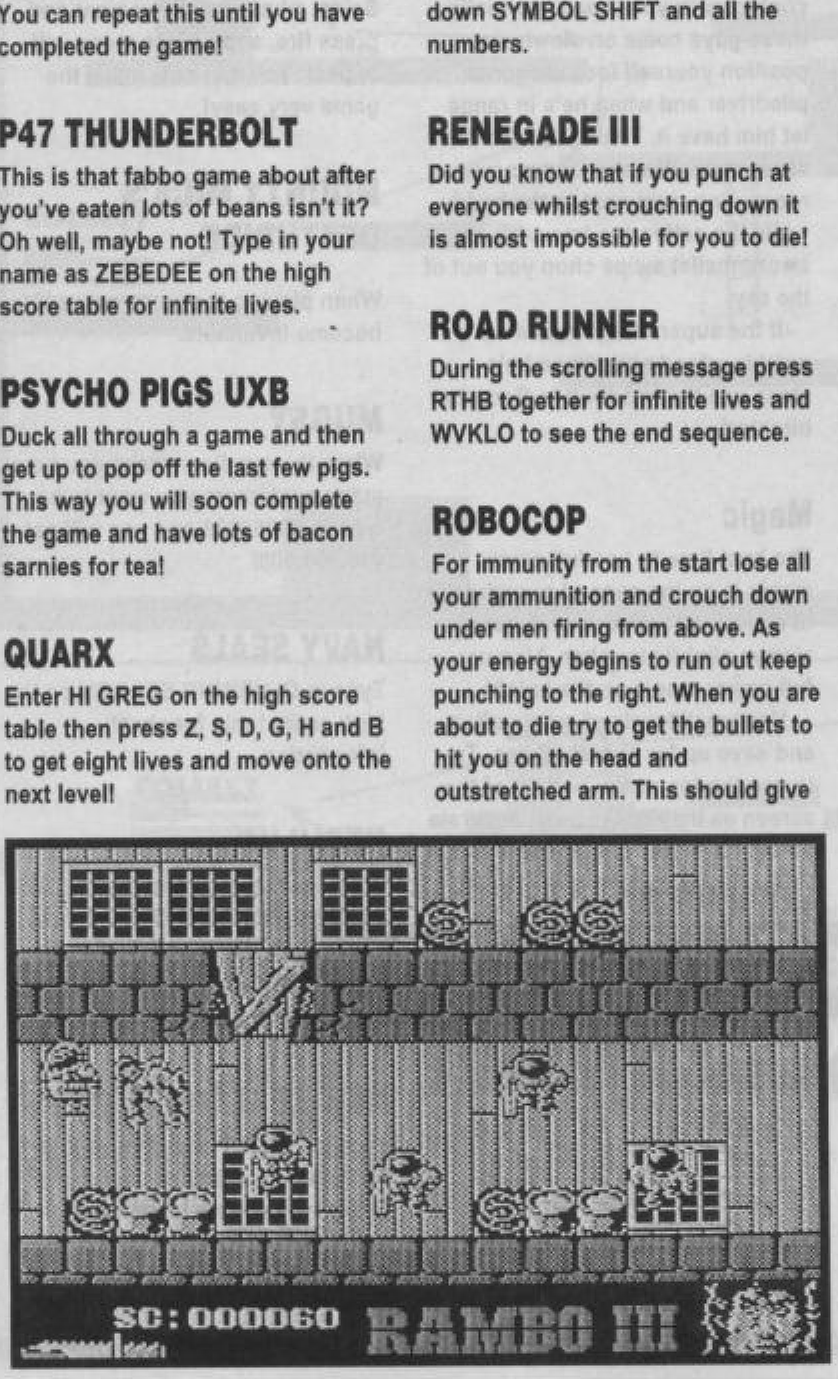
RASTAN
Press BREAK in the game then restart. You will now have infinite energy.

RED HEAT
To get ten lives to play with hold down SYMBOL SHIFT and all the numbers.

RENEGADE III
Did you know that if you punch at everyone whilst crouching down it is almost impossible for you to die!

ROAD RUNNER
During the scrolling message press RTHB together for infinite lives and WVKLO to see the end sequence.

ROBOCOP
For immunity from the start lose all your ammunition and crouch down under men firing from above. As your energy begins to run out keep punching to the right. When you are about to die try to get the bullets to hit you on the head and outstretched arm. This should give you immunity (!). If not, practice.



ROBOCOP 2
Hold down GTI while playing to go to the next level.

ROLLING THUNDER
For infinite lives type JIMBO on the title screen.

RUFF 'N' REDDY
On the title screen type in DYLAN for infinite lives.

RUNNING MAN (THE)
Kicking the dogs when your energy is low replenishes your well needed strength.

SABOTEUR 2
On any level, go to the bottom floor of the armoury, kill the guard with a wrench, then go and stand by the nearest box. Press down and you will go down a concealed ladder. Once down it you will find yourself in a secret chamber. Go to the chest there are you will find you are immune!

SAIGON COMBAT UNIT
The password for part two is STARLIGHT!

SANXION - THE SPECTRUM REMIX
Get up, get on down and define your keys as CHEAT and type in the password LYNN for infinite lives in this dude of a game!

SHANGAI WARRIORS
When your hits are low or in the red fire some dynamite and walk into it. You will come back on the screen with full hits and energy without losing a life. If you want a smart bomb everytime you press fire type in you name as OUTLAND on the high score table.

SHAO LIN'S ROAD
Press the SPACE key while playing then hold it down with V, C and X as well as the right cursor key. If done correctly you will flip through the levels. When you find the one you want let them all go and play away!

SHINOBI
Redefine your keys as G, R, U, T and S for infinite lives.

SHORT CIRCUIT
When you find the pound coin in the desk keep searching and picking it up. Eventually the game will turn into a fruit machine simulator! There is also a space invaders game in there but it's up to you to find it.

SILK WORM
When the goose neck chopper comes on screen immediately shoot the part that looks like an aircraft canopy, it will act as a smart bomb destroying everything on screen and leaving bonuses!

SIR FRED
Get to the cloud with the handle and time your jump correctly so that you land on the drawbridge. Go through and you will have completed the game!

SKATE BALL
For infinite lives type in TIXY on the title screen.

SKATIN' USA
Type in the code THISBOYCANWAIT to start on the fourth stage.

SOLOMON'S KEY
Define your keys as EBORP and you will hear a little ditty. Now you will have infinite lives!

SPACE HARRIER
Select your keys as normal and when you return to the main menu type CHEAT3FB69 and you will start with invincibilit

SPINDIZZY
When the game has just loaded hold down the keys PAT for infinite time

STAINLESS STEEL
Typing LOIS when the game has started gives you infinite lives.

STAR FARCE
Define your keys as TRONIC for infinite lives.

STARGLIDER
On the high score table enter your name as GBIO RGS with the space. Now when you start the game and pause it press: 1-Next level, 2-Indestructible, 3-Destructible, 4-

Two missiles.

STAR WARS
A good little cheat this one. When entering a trench press SPACE, S, D, F and G and the border will flash. You can now move out of the trench. Wait just below it and press SPACE, Y, U, I and O and the border will flash again, this turns the cheat mode off. Using this you should be able to complete the trench every time.



ST DRAGON
On the main menu type X then enter the passwords: BLIBBLOB for infinite lives, SLOBBERS for invincibility and NESTEGGS on a +3 for a disk utility. Not much of a cheat but a useful snippet.

STIFFLIP & CO
On part two type in DEFACED. You will now be able to wonder around and complete the game.

STORMLORD
Type in BRING ON THE GIRLS on the title screen and pressing a key from 1 to 4 will take you to that level.

STREET HASSLE
Start playing and press L. You will be asked if you want to skip levels.

STRIDER
Press Z and 0 while playing and H to pause. Now when you press SHIFT and 1 you should go to the end of the level.

SUPERCARS
The passwords for this racey action game are ODIE and BIGC. You type them in on the main title screen.

SUPERKID
Wow! A game named after me! Type G, D and F on the title screen to get infinte everything.

SUPER SOCCER
Press C, H, E, A and T together to advance to the next part of the game you are playing.

SUPER STUNTMAN
On the high score table type in BIG SCORE. You will see the message 'WANNA BIG SCORE, THEN CHEAT. INFINITE TIME AND LIVES'.

SURFACE TENSION
This game sounds a bit like Corky on the toilet! If you have a +2, +2A or +3 load the game using the tape loader option. When it has loaded you will be asked if you want to chear or not!

SWIV
When loading wait until the TM sign comes up and then hold down S and W until it has finished. This will give a variety of effects.

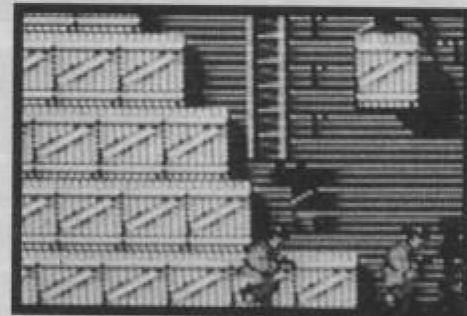
TASK FORCE
For infinite lives define your keys as CRASH or CHEAT. Obviously the programmer's fave mag!

THRUST II
When you have picked up an orb fly back to the empty pilon and press pick up again, you should get another one! Keep doing this to complete the game easily.

TREASURE ISLAND DIZZY
On the title screen hold down P, O and A and press ENTER. Keep them all pressed until the game starts and Dizzy's arms move. Press C and Dizzy should disappear! Now use Z and X to to select the screen you want and space to resume play.

TWIN TURBO V8
On the loading picture screen with the music press the SPACE bar and type UNIVERSAL PEACE for infinite lives.

TURRICAN
Pause the game and hold down all the keys except H and when you return you should have 99 of everything except gyros.



UNTOUCHABLES (THE)
Type in HUMPHREY BOGART on the high score table. Now pressing Q, W and E on any level will take you to the next.

VAMPIRE
Hold down 1, 2, 3, 4 and 5 together to be transported to the shoot out section!

VINDICATOR (THE)
The codes for levels two and three are VALSALVA MANOEUVRE and EUSTACHIAN TUBES.

VIXEN
Just wait around and let your time run out. The clock should reset to 255 for a huge bonus.

WHERE TIME STOOD STILL
When you start shoot all your companions and run up the ramp near the plane. Now jump off so you land where you started. Do this until the screen start to scroll to the right on its own. Your character will eventually disappear and you will find you can control the scroll direction to explore the game!

WINTER GAMES
On the biathlon section simply hold down the right key to go up hills instead of bashing left and right.

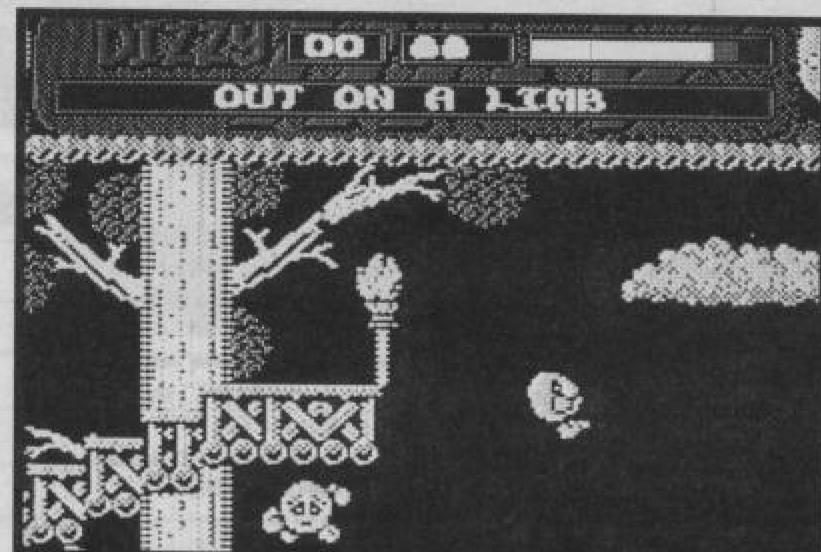
WONDERBOY
If you are get the skateboard but then die and loose it don't fret. Just press BREAK and EXTENDED MODE and it should be replaced again!

X-OUT
In the shop select the lowest rated ship and put it on the grid. Now select the single shot and put it in the shop keeper's mouth. Now look at your money! Enough to buy lots of pies! Yum! Yum!

YOGI'S GREAT ESCAPE
It's that picernic basket thief himself! Define your keys as I, C, E and SPACE for infinite lives.

YOGI BEAR IN THE GREED MONSTER
On the option screen hold down ARC + BKG together, the border will go white. Start the game and you will have infinite energy.

ZUB
On the 128K version start the game and press 2, 4, 6 and 8 all at once. A cheat message will appear, by pressing 1, 3, 5 and 7 now you will gain access to a whole new game! Lightfarce. What value for money, eh?



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ZOMBIES OF THE NIGHT
Spooky, huh? Upset your mother by pinning this gory piccie to your wall and watch those eyes follow you around! Eeek!



KEPLER OF MARS
International superhero Kepler fights for his freedom on Mars (do you think we should mention there's a large creature coming up from behind?).

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Excellent City! It's the All Time Encyclopedia

top 100 speccy Games! part two!

> The Countdown continues! Last month the Top 100 began with the rundown from 100 to 76 and now we edge a bit closer to the hot shots with numbers 75 to 51. Don't forget, the entries you sent in from last issue will all be collated and analysed to give the definitive list of Speccy games!

75 BOULDER DASH
FrontRunner/ Market Stall

The first of the Rockford games appeared in Issue 12 and received a whopping 93%, greatly impressing the reviewing team. The task is simple: just dig your way around the screen collecting diamonds. Of course, every self-respecting game contains baddies and those in *Boulder Dash* are very nasty, but dropping the boulders on their bonces soon slows them down.
BEST BIT: The brain bending puzzles; just how do you reach some of those diamonds?
WORST BIT: The boulders that fall on your head.

74 JET PAC
Ultimate/ Compilation

Issue Two saw the first game starring our resident loveable loony, Jet Man. Here his task is to build a spaceship, fuel it and escape to another world. Well, there's a bit more to it: the screen is filled with hordes of nasty but cute creatures who want nothing more than to kill him. Who said a hero's life is easy? Incredibly playable and immense fun!
BEST BIT: It's high addiction factor.
WORST BIT: Getting killed just as you're about to complete a screen!

73 RENEGADE
The Hit Squad/ Budget

This was the first of three all-kicking, all-punching action games where our hero has to rescue Lucy, his girlfriend, from the vicious gangs who roam the streets. The gangs are after Renegade's hide in a big way, but our lad didn't earn his black belt in No Can Do for nowt. So smack 'em round the ear 'ole and kick 'em where it hurts (eye watering time, ahoy!), the rotten swines deserve it.
BEST BIT: The violence (in a fun sort of way).
WORST BIT: It's just a bit sluggish.

72 HIGHWAY ENCOUNTER
Vortex/Market Stall

This violent little tale has you as a droid called Vorton delivering an explosive device to an enemy base situated at the end of a long road. Not that the enemy hordes are going to sit and wait to be bombed: a variety of vicious creatures are waiting to punch your lights out and stop your delivery. Diagonally-scrolling playfield, with some of the most detailed graphics seen.
BEST BIT: The astounding graphics.
WORST BIT: It's very, very hard.

71 SHADOWFIRE
Beyond/ Market Stall

The Shadowfire of the title is a revolutionary new starship whose plans are on the person of one Ambassador Kryxix. But he has been kidnapped and it's as Zark Montor, Syylk, Sevrina Maris, Torik, Maul and Manto (collectively known as Enigma) that you must find the Ambassador and retrieve the plans. Claimed to be the first game to make use of an icon-based control system — intriguing strategy game.
BEST BIT: The easy-to-use icon system.
WORST BIT: Even though you're allowed 100 minutes, it's still tough to complete.

70 BOMBJACK
Encore/Budget

Each level, set in different locations around the world, is played on a single screen and has heroic Bombjack (a sproingy little fellow) leaping around on the many platforms collecting the 23 bombs scattered about the screen. He also must avoid the many different opponents who try to pop his clogs — contact with them is fatal.
BEST BITS: High playability factor, very addictive too.
WORST BIT: As you get really good at it, the game can become repetitive.

69 UNDERWURLDE
Ultimate/ Compilation

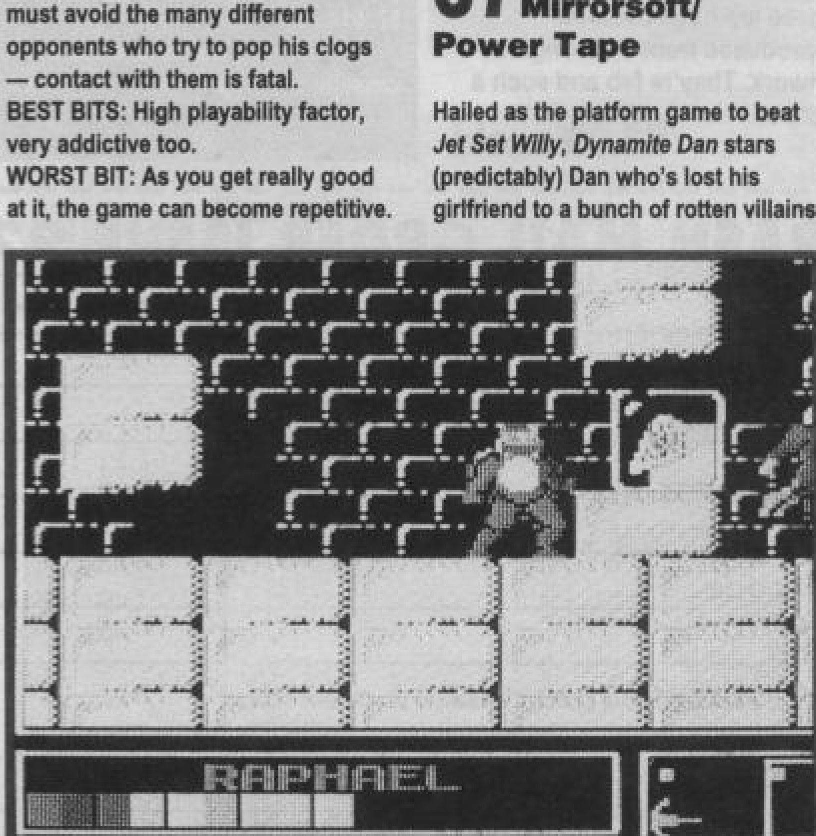
Sabreman was a popular character for Ultimate and *Underwurlde* sees our hero searching the pits of hell for old Nick himself (the Devil, that is, not DJ Nicko). In his path are a variety of demonic little helpers who try their best to stop Sabreman from reaching their boss. Hundreds of screens, with colourful graphics and very fast platform action.
BEST BITS: The speed and chaos of the action.
WORST BIT: The `boing' effect which sends you bouncing around the screens uncontrollably.

68 TEENAGE MUTANT HERO TURTLES
Mirrorsoft/Full Price

Cowabunga dudes! It's those heroes in a half shell who spend 50% of their time thwarting the latest dastardly plan dreamed up by Shredder and the other 50% making up silly surfing slang to confuse people with. So this is basically a game where you control all four turtles (but not at at the same time) over a large side-viewed areas. Graphically special and simple to play.
BEST BIT: The large, fast moving, colourful sprites.
WORST BIT: Ideal for younger players, experienced players will find it too easy.

67 DYNAMITE DAN
Mirrorsoft/ Power Tape

Hailed as the platform game to beat *Jet Set Willy*, *Dynamite Dan* stars (predictably) Dan who's lost his girlfriend to a bunch of rotten villains



who've locked her in a safe. Time is of the essence because advanced asphixiation is all she's to look forward to if Dan doesn't collect enough dynamite to blow the safe open. The graphics are the star of the game, with heaps of colour on the platforms, scenery and many deadly creatures that roam the play area.
BEST BIT: Gorgeous to look at...
WORST BIT: ...a bit tough to complete.

WORST BIT: Accidently driving the wrong way up a one-way street.

64 BATMAN
The Hit Squad/ Budget

The first of the Batman games was a 3D isometric puzzler where The Joker, up to his usual tricks, has kidnapped Robin and broken the Batmobile into seven pieces and hidden them around the Batcave. Batman has also to find various parts of his attire — Batboots, Batbelt and Batbag — to help his quest. The humourous graphics and variety of puzzle packed screens make it a real joy to explore the maze of locations.
BEST BIT: The variety of puzzles, graphics and gameplay.
WORST BIT: Batman looks a mite tubby.

66 HYPER SPORTS
Imagine/Budget

Sporty games have been popular over the years and *Hyper Sports* is no exception. Based on the popular Konami coin-op, the game takes you out to the sports field to take part in many gruelling events such as weight lifting, swimming and archery etc. So prepare to bust both your wrists and your joystick on one of the best sports sims the Speccy has seen in many years.
BEST BITS: The variety of events and the small but wonderfully detailed sprites.
WORST BIT: The amount of busted joysticks.

63 TARGET: RENEGADE
The Hit Squad/Budget

Our high-kicking pal is back in the sequel to the very successful *Renegade* and this time he's out to avenge his brother's murder. Mr Big is the leader of the gang who planted brother Matt six feet under, so Renegade has to fight his way through the hordes of gang members and finally battle and kill him. Gameplay is very much like the original but the speed's better, making it more playable.
BEST BIT: The rip, mangle and maim content.
WORST BIT: Some of the adversaries are very tough to beat.

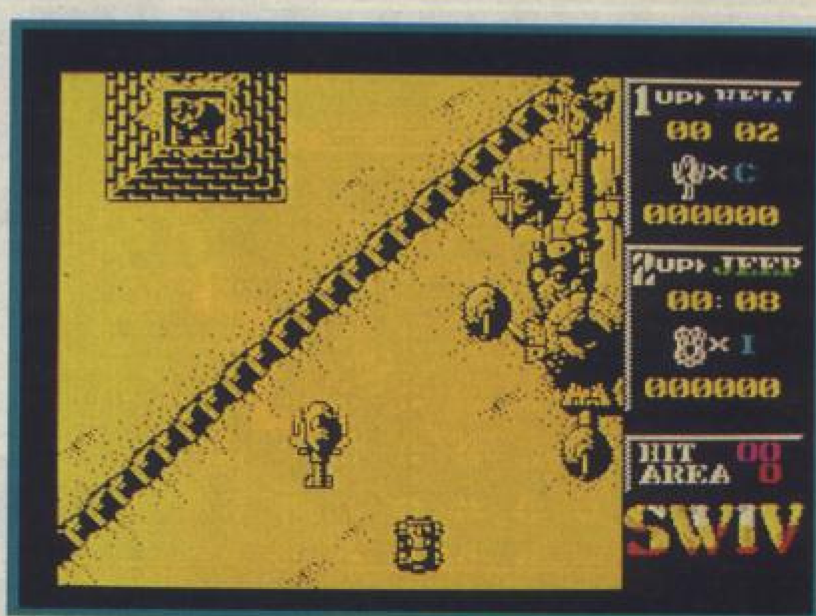


65 APB
The Hit Squad/ Budget

A policeman's lot is not a happy one, especially when it comes to Officer Bob. A daily arrest list must be completed within the time limit or the Commissioner will sling you out on your ear. Litterbugs, honkers and dopers etc, plus several nasty individual criminals, must be chased and arrested by Bob in his police car. Basically, a viewed from overhead racing game, but the speedy gameplay and comedy elements make it a star.
BEST BIT: Even though the graphics are monochrome they're well detailed.

62 MICRONAUT ONE
Nexus/ Powertape

This 3D scrollarama tunnel game was raved on it's original release not only for the excellent graphics routines by ace programmer Pete Cooke but the size of the massive play area. Mutated fly-like predators, Scrim, live in the tunnels of a biocomputer. As member of the Guild Of Equalisers it's your job to clear each level of Scrim and thus make the biocomputer 'bug' free.
BEST BIT: The speed of the graphics as you race down the tunnels.
WORST BIT: Tough to complete as the Scrim continually reproduce.



61 FRANKIE GOES TO HOLLYWOOD
Ocean/Compilation

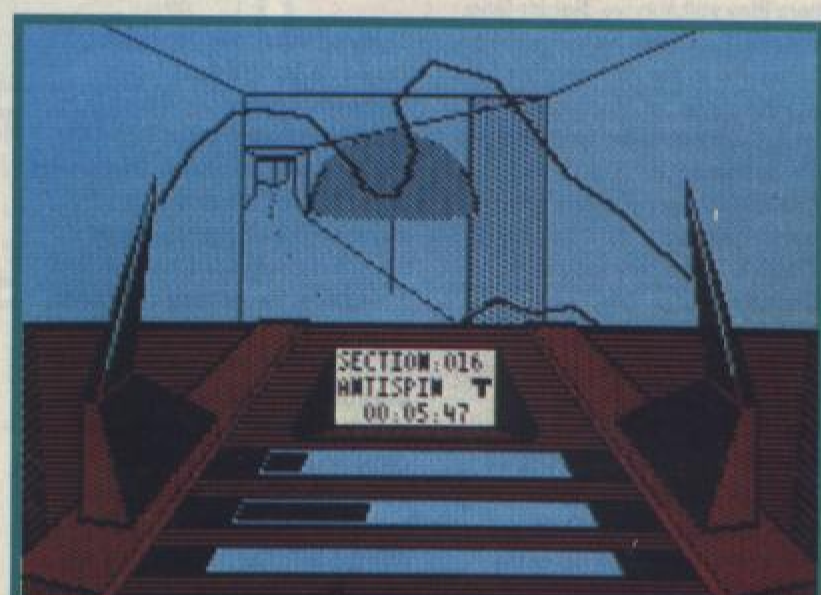
There were a lot of 'Frankie says...' T-shirts around a few years ago and the game appeared in Issue 19. It's a bit difficult to describe in full but basically you play a dull, drab person who must ultimately make their way to the Pleasuredome. This is achieved by collecting pleasure points by completing screen after screen of strange puzzles, accessed from wandering around houses and rooms and discovering entry points. A strange game (but a good 'un).
BEST BIT: Enormous fun in an abstract kinda way.
WORST BIT: Had little to do with the band itself!

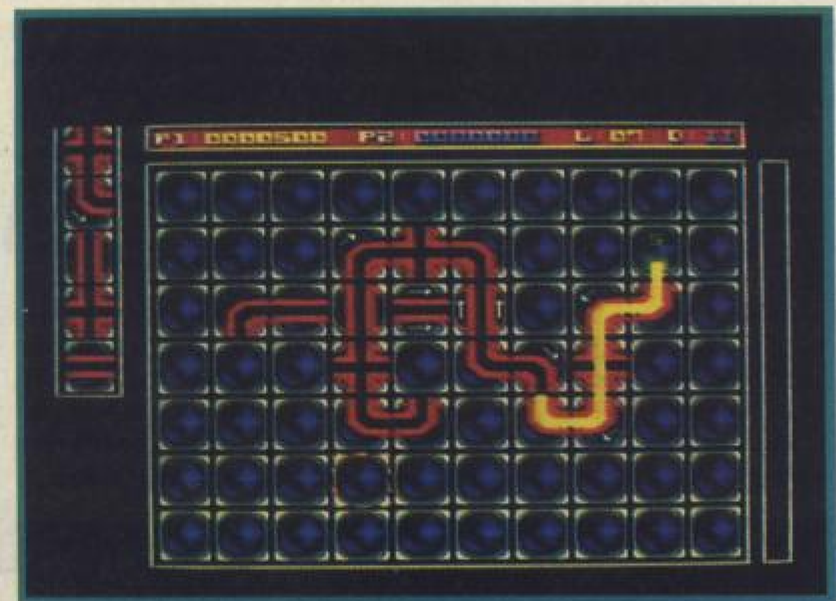
60 SWIV
The Sales Curve/Full Price

The Special Weapons Interdiction Vehicles (SWIVs) are out in force. The game is split into four levels, each containing several sections. *SWIV* is a two-player affair where a tank and a jeep work together to blast the stuffing out of a range of enemy hardware (before the enemy can reply in kind). Err... and that's basically it, shoot first and ask questions of the smoking wreckage later (that's our kind of game).
BEST BIT: The fast paced and violent action.
WORST BIT: Almost impossible as a one-player game.

59 ENDURO RACER
The Hit Squad/ Budget

These off-road racing games are pretty popular and so is *Enduro Racer*. Here the player's seen on an off-road bike as they zoom around a grass/muddy track attempting to leap the numerous obstacles in their path. There's a time limit and it's pretty tough.
BEST BIT: The speed the bikes belt around the course.





WORST BIT: Crashing on an obstacle!

58 KWIK SNAX
Code Masters/ Budget

Dizzy is a real cool dude and in *Kwik Snax* faces one of his toughest challenges yet. The evil Wizard Zak has spirited away Dizzy's pals to different locations so it's up to him to rescue them. The action takes place on *Pengo*-style levels with Dizzy pushing blocks around the screen in an attempt to crush his attackers.
BEST BITS: The excellent intro screen and the detailed in-game sprites.
WORST BIT: Easy to master; players who want a challenge may find it too simple and repetitive.

57 STORMLORD
Hewson/ Full Price

After the excellent *Exolon* and *Cybernoid*, Raf Cecco came up trumps again with the colourful platform blaster, *Stormlord*. Even though there are no fairies in this world, there's a mythological land where they still survive. Not for long, if the evil Queen has her way. She's fairynapped all the little people so it's up to the player, as Stormlord, to rescue them before the land falls into darkness (spook!).
BEST BITS: A very playable game — great to look at.
WORST BIT: The very tough opponents.

56 WAY OF THE EXPLODING FIST
Mastertronic/Budget

It's time to visit the land of the rising Yen as we enter a martial arts contest against either a pal or the increasingly vicious computer players. There are many moves to master and most of them would put yer average punter in hospital if tried in real life. One of the earliest karate games but still one of the best for speed, and accuracy when making contact with your opponent.
BEST BIT: Incredible fun as you twirl around kicking the living daylights out of the other player!
WORST BIT: Learning all the moves.

55 CJ'S ELEPHANT ANTICS
Code Masters/Budget

Unlikely, yes, but an elephant is the star and you must control his action. A simultaneous second player can join in the platform fun. Escaping from a a zoo, CJ has to travel through different countries (levels) to arrive home safe and sound in Africa. Colourful and hectic, very much in the *New Zealand Story* vein, with a high addiction factor.
BEST BIT: The addictive gameplay.
WORST BIT: The jolly but annoying tune.

54 CONTINENTAL CIRCUS
Virgin/Budget

A jolly strange name for a game, there's no sight of a big top anywhere. *Continental Circus* is in fact a racing game taken from the brilliant Taito 3D coin-op. Despite the lack of 3D, the conversion is very playable. The idea is to complete each race within a set position limit and against the weather conditions. In the first race you have to finish in the top 80 to qualify. As the game goes on this finishing limit decreases until the last race where you must come first.
BEST BITS: The fast-moving sprites and addictive gameplay.
WORST BIT: The frustration when you fail to qualify.

53 SAINT DRAGON
The Sales Curve/Full Price

A band of nasty galactic terrorists are systematically eradicating the peaceful races of the universe. But a champion for the meek and downtrodden has been found: a dragon that's part animal and part machine has taken up the challenge of wiping out the vicious scum. With laser bolt breath and an armoured tail that can be used as a shield, Saint Dragon takes on the villainous



hordes over a horizontally-scrolling landscape and wins (hurrah!).
BEST BITS: The continue-play option and the ace graphics.
WORST BIT: The tough opponents.

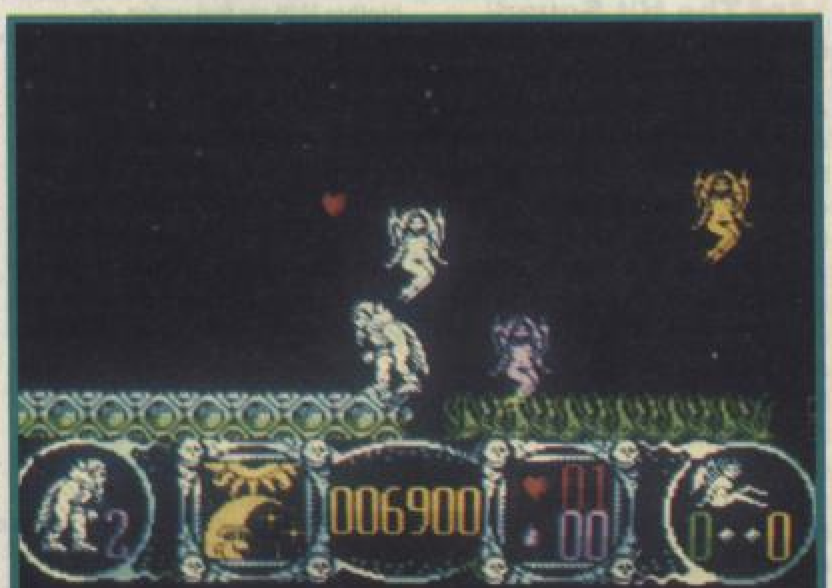
52 PIPE MANIA
Empire/Full Price

This game is a plumber's nightmare! The main idea is to connect a network of piping together to catch the liquid flooz that flows out of the starting point. This isn't easy because the piping is randomly shaped so the right piece has to be found pronto if you want to avoid a flooz leak. One of the most addictive (and infuriating) puzzle games ever created!
BEST BIT: The brain-bending puzzle element.
WORST BIT: The fast-flowing flooz.

51 MIDNIGHT RESISTANCE
Ocean/Full Price

As a result of your grandad's top secret experiments, your family has been kidnapped by a vile alien entity. So with large and very lethal gun in hand, you yomp across the nine levels that make up the game, blasting the stuffing out of the enemy troops that attack without mercy. Some are human, others defy description. All are after your hide so stop reading this and start blasting!
BEST BITS: The mindless blasting and the excellent graphics.
WORST BIT: Control system between gun and hero takes a bit of getting used to.

More chart placers next issue, pop-pickers (Not 'arf! etc, etc, waffle, waffle)!





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I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

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Don't play with yourself on the bus, play with a Sega GAME GEAR

It's groovy, it's small, it's colourful and we've got FIVE to give away!

Hurrah for !Sega's Master System console! It's Europe's favourite console and their powerful 16-bit Mega Drive machine is one of the trendiest things to have sitting in your living room. But — behold! — here's Sega's latest gadget: the Sega Game Gear. It's a full-colour hand-held console and it's just like having a Master System with TV screen in the palm of you hand!

ANY TIME, ANY PLACE ANYWHERE

It really is a rather lush item, and it really is portable! It measures a comfortable 20 x 10 x 3cm,The Game Gear takes six AA batteries for playing when you're out and about and at home you can simply power it with a 9v DC adapter.

The basic Game Gear unit, launched in July, costs £99 and the games set you back £20-25 each. There are some corking titles already available for it. A couple you'll recognise from the Speccy, like *Super Monaco GP* and *WonderBoy*, then there are a few Sega specialities like the puzzle game *Columns* (it's a bit like Zeppelin's Stack Up) and the wonderfully playable *Mickey Mouse* game.

All are shown in detail on the full-colour, LCD, back-lit screen. Before long you'll be able to buy a TV tuner which plugs into the back of the Game Gear turning into a miniature colour telly!

IT ALL SOUNDS RATHER SPANKY

It's incredibly spanky and now we've got your juices going here's the good news: we've got five Sega Game Gears to give away! Yippee, that's almost £500 worth of prizes!

So, how d'ya stand a chance of winning one of these fab gadgets? It's simplicity itself, punters. We've printed four screenshots of four different Game Gear games on this page, all you have to do is to work out which screen shot is which game: pick out *Mickey Mouse, Super Monaco GP, Wonderboy* and *Columns*. Fill your answers in on the coupon and send your entries to:

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Closing date is 19 September and, erm, that's it! Ta-ra, punters!

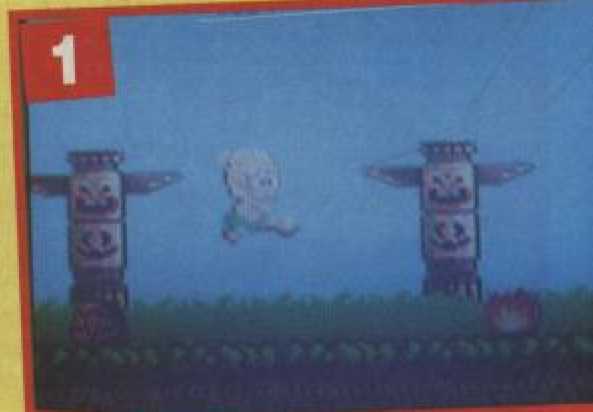


IT'S THE GAME GEAR COMPO COUPON!

Righty ho, you're not getting away with doing me out of a Game Gear that easily, 'cos I've worked out that...
Screen one is..
Screen two is..
Screen three is......................................
Screen four is.......................................

So, there you are. Oh yes (musn't forget) my name is:
....
and I live at..
....
....
and what's more, my postcode is ....

SPOT THE GAME GEAR GAM







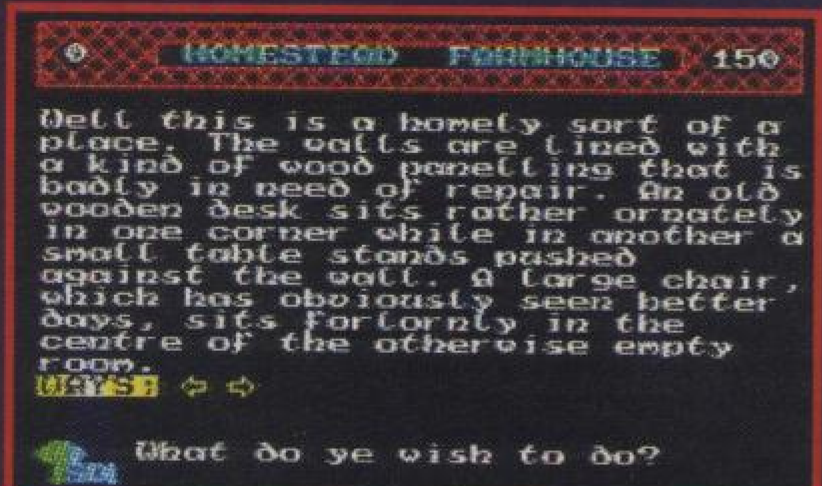


Okay, smarty boots, which game goes with which screen?

- **MICKEY MOUSE**
- **SUPER MONACO GP**
- **COLUMNS**
- **WONDERBOY**

Join expert Paul Rigby in his world of interactive adventures!

Adventure



● At *Darkest Road*'s farm house — for an 'empty' room it's got quite a bit in it!

DARKEST ROAD

Zenobi Software ■ £1.99

Looks like the Black Wanderer is up to a few tricks. Spreading the great Sadness while drawing the Darkness ever closer is no mean feat before breakfast. This guy lives in The Pinnacle, a rather foreboding fortress. Basically, left unchecked, he'll swamp the land with his evil.

You, of course, are the only one who can defeat this character. Along with the Silent Song, written by a local cabaret singer with laryngitis, you can drive the darkness from the land. That's your task. Locate the Black Wanderer and hit him square in the mush with the song's magic.

Presentation is pretty good, with the handy addition of arrows indicating which directions you can move in. Location descriptions are lengthy at times and it's nice to see plenty to nooks and crannies to examine. When something of interest is found a nifty sound effect heralds the find.

Darkest Road is an okay game. Nothing special, fairly well designed with a smattering of atmosphere but nothing to make your spine tingle. Puzzles are all right, nothing really wrong with them and, erm, that's it, really. A fairly solid game which never really gets out of second gear.

Overall 68%

KOBYASHI AG'KWO

Zenobi Software ■ £1.99 (tape)/£2.99 (disk)

Those of you who've been adventuring for a while may remember an adventure called *Kobyashi Naru*. It was played via an icon interface, unfortunately not to many people's liking.

But here are two bits of good news: firstly, a sequel has emerged, written by Clive Wilson and, secondly, it's been produced using *PAW* so play follows the more conventional text entry format.

The story goes something like this (cough): you find yourself in the land of Ygor. Things have changed since the days of the original game and the Ultimate Trial. The Etherions hold sway, an odd race who've changed the Naru into the Ag'Kwo, changing the Trial for anyone who wishes to dabble with the ultimate.

The task? Well, in a similar vein to the original, you have to find four artefacts hidden by the Etherions, in four different worlds, before your time runs out.

This is one tough game! You begin the task with a monitor and four buttons in front of you. Scan the monitor for a quick clue and hit a button to be whisked to an area. Initially, trial and error connects the initial monitor-clue with the correct area.

Then you can start in earnest. However, progress is slow, although very satisfying when it's made. Location descriptions are brief; the game in general is conservative in its gloss — probably because, in effect, you have four games in one.

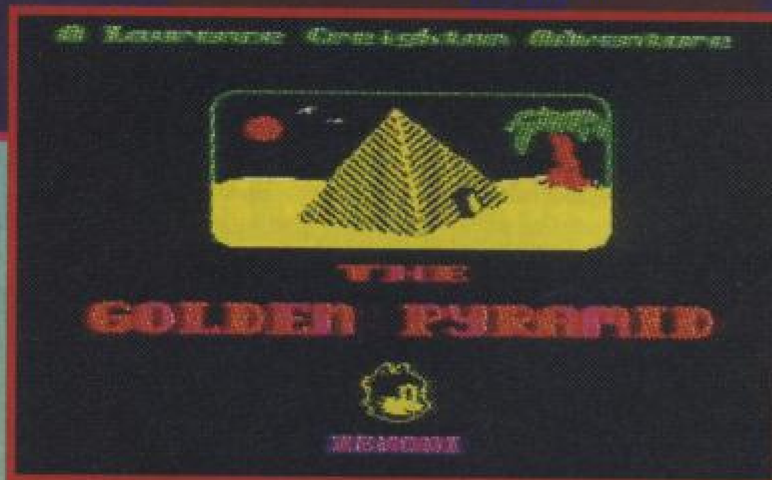
So, it's difficult, it can be frustrating due to an unforgiving linearity to the design. However, perseverance leads to satisfying rewards.

Overall 73%

A CRASH Smash

GOLDEN PYRAMID

Zenobi Software ■ £1.99



● If that's a palm tree and that's a pyramid, this must be Egypt!

I love tea, you know. Bit of a tea-aholic, actually. In fact, I can make the best cup of tea this side of the Mersey.

I obviously have a few skilled relations in the ancient art because it's the butler Old Rigby who gives you, along with a nifty cup of char, the note indicating the site of the Golden Pyramid. Another adventure for you, a globe-trotting freelance reporter, this time to Africa via a light aircraft.

I'll waste no time in declaring this my adventure of the month. A little cracker and no mistake. Considering it's been created using *The Quill* and the trusty *Patch* utilities author Laurence Creighton has done a wonderful job.

It's the puzzles that really set this game alight. They come at you thick and fast; from the very beginning, you're up against it. Having jumped out of the aircraft, you find yourself stuck up a tree with two or three puzzles to solve and face failure if you make a wrong move.

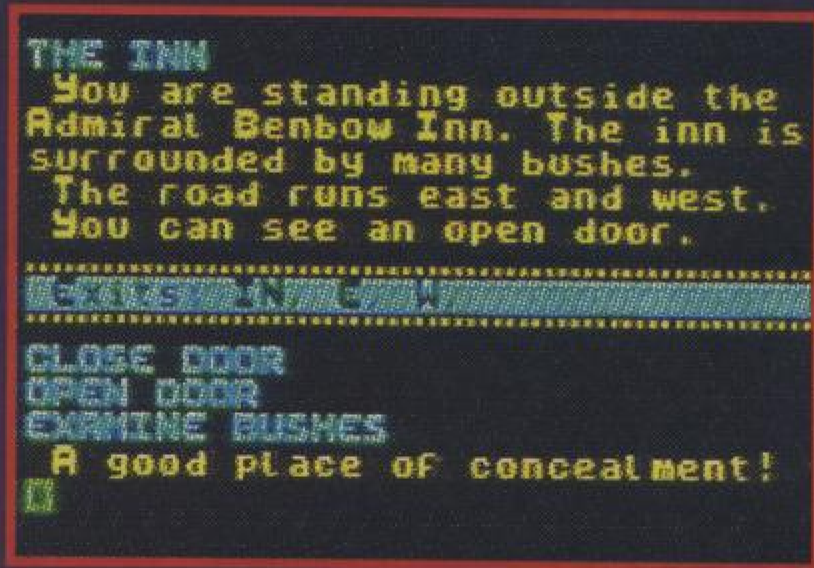
Another thing I like about the puzzles is they're interconnected. Use an object to find another object, use that object to kill a beast, use that beast to solve a puzzle, and so on. It's not tremendously difficult but the whole game flows well.

The plot takes a back seat which is a shame but no great loss — this is sensible design considering the game is a single-part 48K adventure. In fact, even the normally loathed time limit at the start of the game proved more challenging than frustrating.

Technically, *Golden Pyramid* is up to scratch, with RAM save/load plus a few effective sounds to spice up the game. All in all, an excellent game and plenty of value for your dosh.

Overall 90%

re Trail



● My, how handy bushes can be in *Treasure Island*

DEEK'S DEEDS

Zenobi Software ■ £1.99

Retrochrone is an organisation that has set itself the task of ridding the past of evil, disease and Mike Yarwood. You, the young Deek, are a member of this society.

You have a mission: return to the Middle Ages and dispose of Reg the Bad to `make Acton Trussell a safe place for hamsters and gerbils alike.' Bizarre, isn't it?

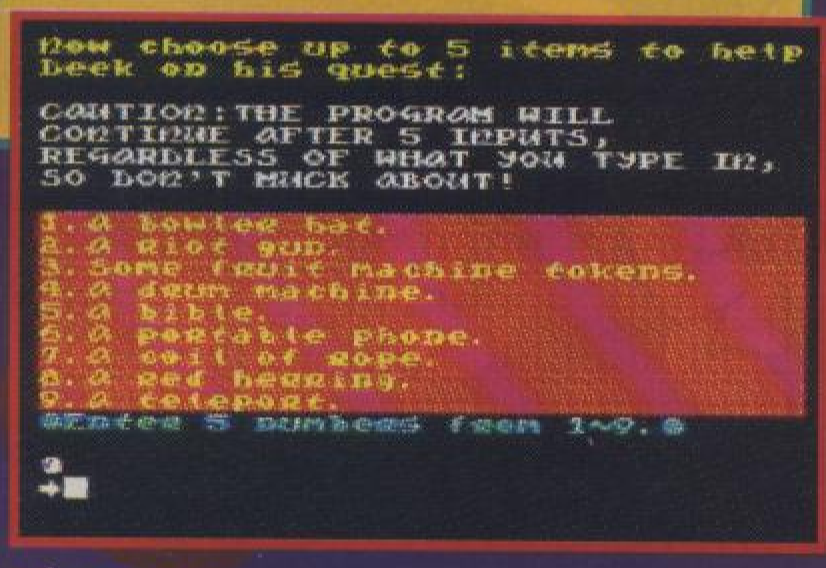
So, *Deek's Deeds* is a humorous adventure full of skits and jokes. Some of them fall flat on their face, others are painfully bad, while a few hit the mark and provide a chuckle or two.

The game's first and most original feature is also its biggest drawback. You choose a number of objects from a given list which are then beamed down to your destination. But if you don't start the adventure with the correct set of objects you're snookered. You can wander around the adventure with three or four different sets of objects and still not have the right ones.

Deek's Deeds isn't too difficult once the object choice is out of the way. However, you get the feeling that the adventure is more of a vehicle to hang the humour on rather than a game in its own right.

Overall 58%

● Pick your equipment (it's just like Desert Island Discs) in *Deek's Deeds*



TREASURE ISLAND

River Software ■ £2.95

Treasure Island is a text adventure adaptation of the well known book. This adventure continues the prolific output of Spectrum adventures from River and reflects the steady improvement of their adventure system.

Although it looks simple, the game moves very swiftly, mainly because only part of the location description changes from move to move. Items are merely added or taken away from the description, speeding up play wonderfully.

Treasure Island is well paced with a gentle beginning to draw you in gradually and the continuing good design aids this. For example, if you attempt to move in the wrong direction you'll be reminded in which directions you can travel.

One or two areas of the game that proved irritating. A couple of the problems were a little unfair, I thought: While standing on the beach you have to 'Examine Sea' to trigger the landing of a boat and the furtherance of the plot. This part of the story could have been better designed — the story grounds to a halt otherwise.

One or two buglets appear. Examining a dead body prompted the response 'It's Red Leicester', which refers to some cheese later on (unless the deceased was called Mr Leicester and was a member of the Communist Party, of course). A good game tarnished with a couple of irritations but otherwise recommended.

Overall 78%

CONTACT POINT

Contact the following software houses to receive the above adventures:

ZENOBI SOFTWARE, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX.

RIVER SOFTWARE, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL.

HOB'S HOARD

Zenobi Software ■ £.99

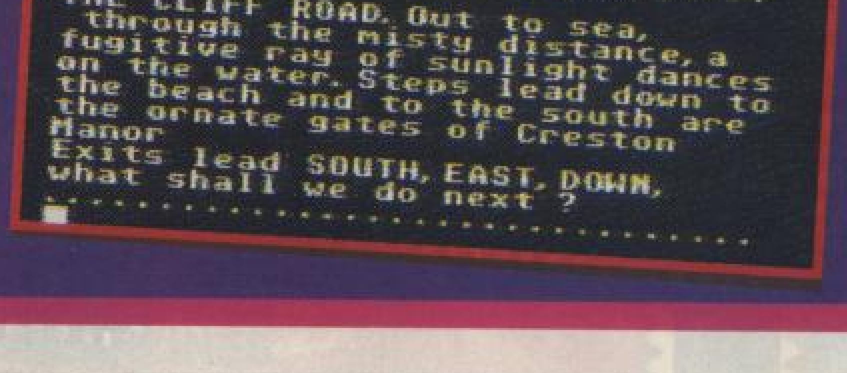
Hob's Hoard is a two-part text adventure that tells the tragic tale of your brother's death, a victim of a hit-and-run accident in the quaint Cornish village of Polanty. You return to the scene of the crime to sort out your brother's affairs and while sorting through his papers you stumble on evidence of a hoard of treasure.

Hob's Hoard begins in an original way by giving you the option of listing the characters as if you were about to watch a play. Character interaction is one of the main features of the game and, unfortunately, the principle gremlin in the works. I found communicating with the characters a strain at times; sometimes I found it difficult to get any sort of response, while at others I received garbled answers. Asking one character about my brother, I received a redescription of my location, the word 'Okay', and beneath all of this, a 'Please rephrase that'-type response.

The game never game me a sense of freedom and the design felt a little clunky. Sorry, but I didn't enjoy *Hob's Hoard*. It would have been more intriguing to see this game as a 128K version, offering more freedom with the interactive side of play.

Overall 56%

● *Hob's Hoard* and the author gets carried away with creative writing



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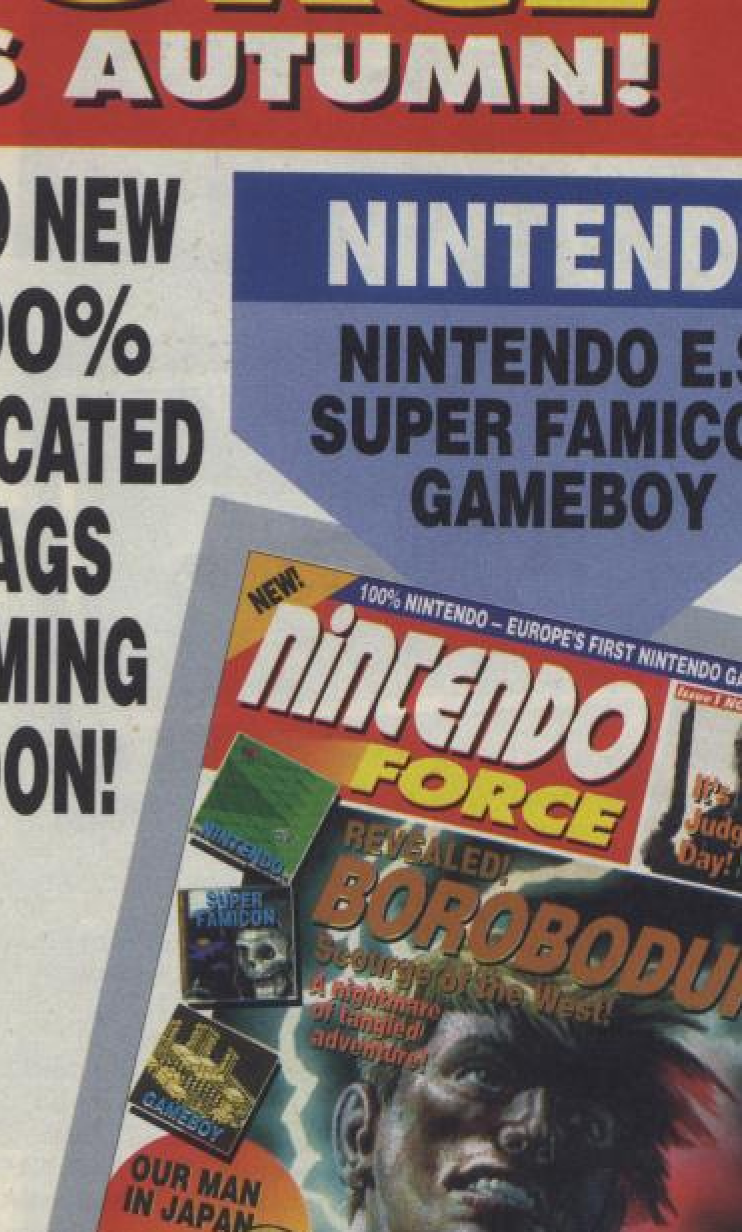
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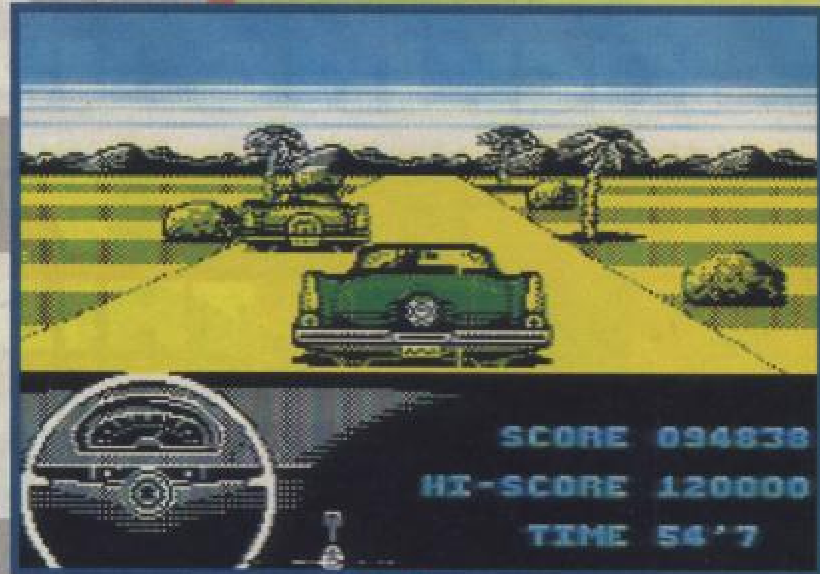
Chevvy Chase

HI-TEC SOFTWARE £2.99

A game full of rubber-burning, wheel-spinning, handbrake-pulling, garage-stopping action in a classic Chevvy automobile. Who better to review it that the rad racer himself, NICK ROBERTS?!







● Into the hot sunny desert, make sure that you miss those palm trees. Now where did I put me sandals?



● Top: We get our kicks on Route 66 (this is the right way, isn't it?)
● Get your 'soup-up' icons and turn your Chevvy into a Porsche! Sort of..

Before you ask, this game has nothing at all to do with a certain actor that appeared in *The Three Amigos*. Oh no, for this is a spiffy car racing game in which you get to drive a classic car through the roads of the US to reach your girlfriend.

You start off the game in Fresco, your home town, and the idea is to reach Long Beach to meet your girlfriend as she finishes work at the Beachside Drive-in Diner (something I do every weekend).

A '59 Chevvy Belair is your wheels for the four levels, each one divided into four sections to speed through. These consist of tree-lined roads, dirt tracks, the Mojave Desert, the outskirts of LA and along the seafront at Long Beach.

GUZZLING GAS

Each stage of the game has a set time limit. Fail to meet it and your girlfriend won't be too happy, so you're going to have to put your foot to the floor and get the most out of your Chevvy.

The other drivers on the roads don't help much. I reckon they're all anoraked Skoda drivers because they travel at a snail's pace and wobble all over the road. Overtaking the other cars is a must and can be very tricky when two of them huddle together and block your way.

Obviously, all this rough driving takes its toll on the old Chevvy and stopping at garages along the way is essential. At each stop you can pick up a special 'soup-up' option to improve the car's performance. A new bumper stops you slowing down so much when you hit another car, tyres give better grip when cornering, nitro boost improves acceleration, fuel injection increases the top speed and auto gears saves you having to bother with the gear stick.

COLOURFUL CARS

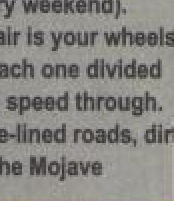
Chevvy Chase allows you to choose the type of car you want to play with and select its colours, which is really neat as many people moan about boring monochrome and lack of colour variety.

Chevvy Chase provides a challenge for all car racing fans. You really have to concentrate on your driving to beat the clock and running out of time just before the checkpoint is annoying but makes you want to try again. This game makes a change from the usual Formula 1 or sports car racing and — hurrah! — it's great value for money. ● 76%



● Oooh! It's all gone dark — where's the headlights?

MARK



I love classic American cars and would give an arm and a leg for one of these Chevvys in real life. But, alas, one has to stick with the rather good game. The sprites are big and bold, especially the player's vehicle, and unlike *Paris To Dakar*, obstacles are few and far between. Scrolling is fast and creates a sense of speed, although the computer driven cars do their best to thwart your plans. My only slight whinge is the weird background colour schemes that appear from time to time. I can cope with blue sky and green grass, but orange and red skies freak me out, I'm afraid. I'll give *Chevvy Chase* a thumbs-up — I think I'll take it home with me (ta-ra!).
● 78%

Rating

A fun race game using a car we haven't seen computerised before.

PRESENTATION	75%
GRAPHICS	77%
SOUND	67%
PLAYABILITY	75%
ADDICTIVITY	76%
Overall	77%



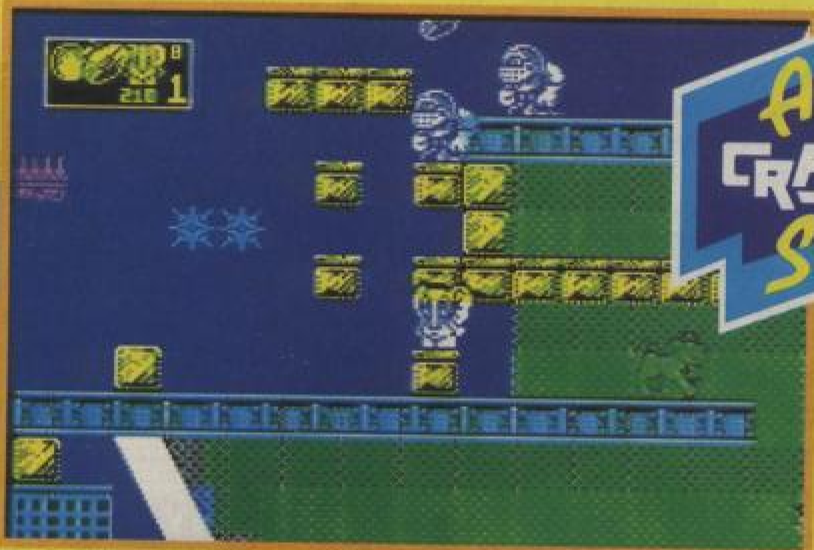
He's back (back! BACK!)! CJ the Elephant is welcomed back to the Speccy in style with a new adventure (much like the first) that's great fun. MARK CASWELL offered a few buns...

CJ's American Antics

CODE MASTERS £3.99

After the trials of the original game, little Columbus Jumbo Elephant took a holiday in the States. But while he was out of his native Africa, the dastardly villain of the first game, known only as The Hunter, sneaked into CJ's patch and kidnapped his brothers and sisters! Coo.

So, with a trunk full of peanuts and his trusty brolly tucked under his arm (for any nasty long drops), CJ goes off the rescue. Like the first game, it's a multi-level affair with plenty of platforms for pachydermic perambulations and it can cope with two players simultaneously.



● 18-23-21, hut, hut, hut

Of course, there are plenty of attackers who all want to send CJ to the great elephant graveyard in the sky. These include dogs, American footballers, TJ Hooker-style police officers (black hair dye optional), Red Indians and mice.

UP YER BUM!

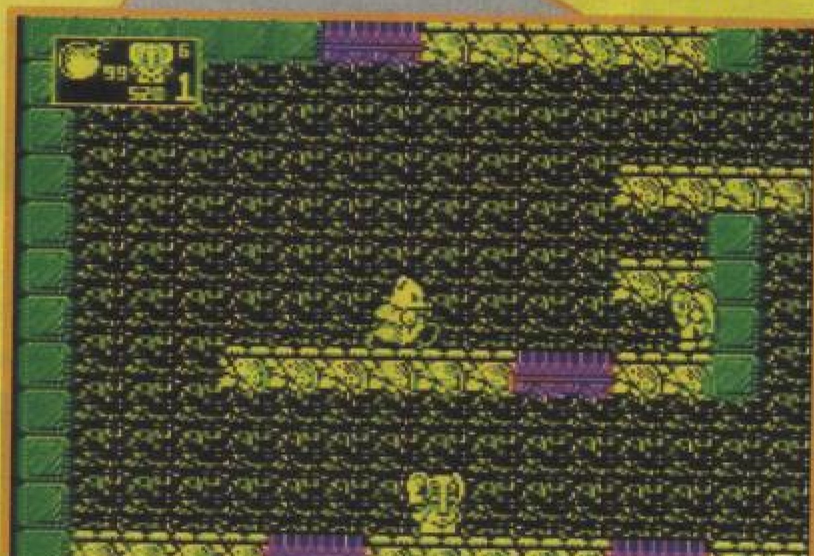
Additionally, immobile spikes wait to ventilate CJ's botty and other assorted obstacles hinder his progress. The route is often very tortuous indeed.

As well as his unlimited supply of peanuts, CJ can pick up and use bombs dropped by deceased attackers. Also food can be collected from popped baddies for a hefty bonus. Dotted around the scrolling-all-over-the-place landscape are your siblings, these have to be rescued, simply by touching them.

There you have it: kill the opponents, save your brothers and sisters, find the exit from each level, destroy the end-of-level baddies and finally kill The Hunter once and for all.



● If you want to know the time, don't ask this policeman



● Eeek! A nasty ghostie is about to nobble one of your relatives!



● Oh dear, it's ventilated botty time again

Although it isn't an easy task by any means — the attackers in the original game were nasty but are boy scouts compared to some of these swines.

The graphics are little short of brilliant. Character sprites are all monochrome but well detailed; the only slight fly in the ointment is that some backgrounds are so garish you can't see attackers coming. But that's a small price to pay for a game that scores so highly in the graphics and playability stakes. To the software shop this instant (and don't spare the horses)! ● 91%

WILL



CJ's *American Antics* is one of the best platform games to have appeared on the Speccy this year. Both the graphics and sonics (especially in 128K mode) are excellent, the title tune is toe-tapping and CJ's elephantic antics are hilarious. The attackers are vicious but they're varied, wonderfully drawn and animated. My personal favourites are the ghosts who run around with bed sheets on their heads. The puzzles are as tough as the baddies — if I had ten pence for every time CJ got spiked I would be very rich by now. But the game is much too cute to be annoying, so *CJ* is worth the price tag. Even if it is just to sing 'Nellie the Elephant' in an annoyingly loud voice. ● 90%

Rating

A stunning platform game — playable and good looking!

PRESENTATION	90%
GRAPHICS	89%
SOUND	83%
PLAYABILITY	88%
ADDICTIVITY	90%
Overall	**91%**

The Return Of The Witchlord

GREMLIN £5.99 ■ £7.99

Hullo, what's this? It's not a game in itself (not at that strange price, anyway). It must be an expansion pack. And, it is! MARK CASWELL gets into some additional *HeroQuest* dungeon dilemmas!



Now, don't go thinking this is just a cheap way of playing the *HeroQuest* game because it isn't. To play the new adventures you need the original *HeroQuest* game and have to buy it on the same media (ie, players who have *HQ* on tape need the tape version of *Witchlord*, and disk players need the disk version.

Gremlin advise that you use a saved character from *HeroQuest* because the new missions are a darn sight tougher (a very slight understatement).

Morcar, the evil dungeon master, is still lurking around but so are the four brave heroes: Messrs Stumpy the Dwarf, Eric the Elf, Arnie the Barbarian and Wizzy the Wizard (as named by me, of course).

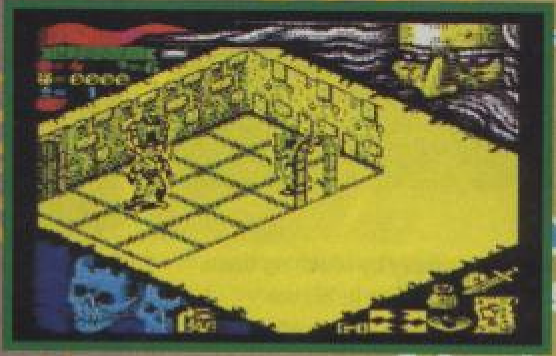
IT'S THE FAB FOUR (AGAIN)

The game starts much the same as *HeroQuest* with you choosing characters, buying supplies (if you have any gold left over from previous games) and choosing spells for the Elf and Wizard.

Ten new missions are on offer here: The Gates Of Doom, The Cold Halls, The Silent Passages, Halls Of Vision, The Gate Of Bellthor, Halls Of The Dead, The Forgotten Legion, The Forbidden City, The Last Gate, and the last and most difficult, The Court Of The Witch Lord.

General gameplay is unchanged, as are the attacking hordes, although there do seem to be more of them. One change I noticed is the static screen that appears when a character is attacked. Each creature and adventurer has their own full colour 'you have been wounded, you clumsy prat' screen, which is very pretty indeed.

● Yeeeek! A mummy! I hope I have got plenty of strength



A CRASH Smash

As this is an extension of *HeroQuest* rather than a true sequel, I can't add a great deal to the original review. But these extra missions are greatly appreciated as I'd solved most of the quests in the original game. So, go and buy it (it's as simple as that, really). ●

Rating

Ten more excellent adventures for *HeroQuest* addicts

PRESENTATION	85%
GRAPHICS	90%
SOUND	80%
PLAYABILITY	91%
ADDICTIVITY	89%
Overall	90%

Renegade 3

THE HIT SQUAD £3.99



● *Flintstone*-like capers for heroic dude, Renegade (3)



● Don't just stand there admiring the artwork — hit them!

The third and final part of the *Renegade* trilogy takes us across time and space. It's a bit like a ninja Dr Who as the world's best martial artist goes off to save his girlie (yet again) from a race of evil aliens and certain death.

The aliens first take said girlie back to prehistoric times, so you battle huge prehistoric beasties and refugees from a *Flintstones* cartoon. Then it's onto Egypt and medieval times to fight hordes of attacking natives, but being such a cool dude it's simple to cut a swathe of ninja death.



Time is of the essence: take too long to complete a level and you become a permanent resident of that timezone.

While the original *Renegade* game set the pace, the sequels have followed it well. Though *Renegade 3*'s story is a bit bottom of the barrel, it's a really fast-paced, fun beat-'em-up with great graphics and playability. Cheap and cheerful, you'll be bashing with *Renegade 3* for ages! ● MARK

Rating

PRESENTATION	87%
GRAPHICS	88%
SOUND	80%
PLAYABILITY	86%
ADDICTIVITY	87%
Overall	89%

Miami Chase

CODE MASTERS £3.99

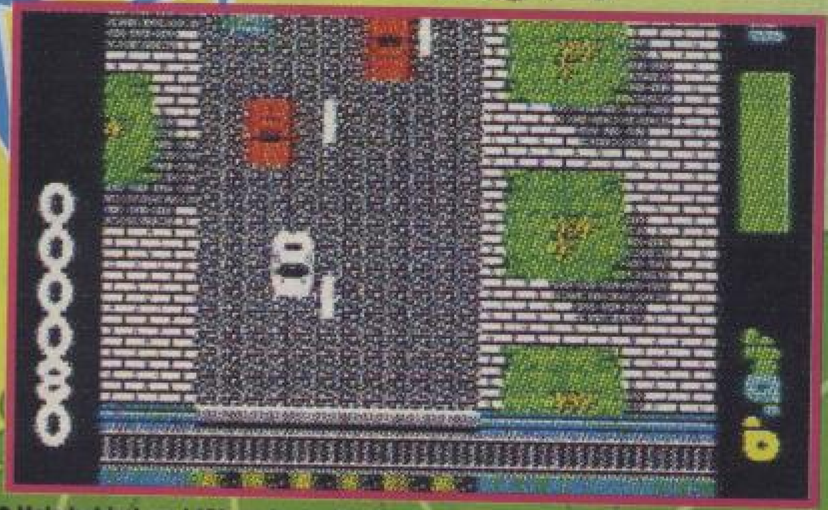
Everything's either driving or football this month, isn't it, viewers? This time MARK CASWELL takes to the road in a smart, fast car to smash a drugs ring (funny for a football game, but there you have it!).



The drug lords are expanding their empire to include five major cities so it's time to call in Crockett and Tubbs. Erm, no. Hang on, this isn't *Miami Vice*, it's *Miami Chase* (I'm a silly sausage, aren't I?).

Cue the arrival of Lieutenant Ferrari, an undercover Drug Enforcement Agency operative with a very fast Ferrari F-40. The game starts with an APB being called on a pusher called Diago 'The Jackal' Angelo. Leap into your dream machine and burn some rubber (vroom, vroom).

The action's viewed from above so all you can see of your car and the computer-controlled traffic is the top of the roof, bonnet and boot. In order to get Angelo, you first have to apprehend several of his gang members, who all drive red cars (colour-coordinated hoodlums, how sweet! — Sub Ed). This is achieved by either ramming into them or shooting them.



● He's behind you! (Oh no he isn't!) Yes he bloomin' well is!



● A multiple pile-up caused by a cop car containing members of the police

EXPLODING CRETINS

When they explode, villains' cars often leave useful items behind: these include a turbo charger, wheel blades, oil cannon and more.

But time is very short. A timer counts down from 499 and should you fail to catch Angelo and his gang within the time limit you lose a life. An added annoyance are the police cars that chase you around. They don't arrest you but they lose you a precious few seconds when they stop you for questioning (the thickies).

A life is also lost if you crash into too many buildings or other cars — an energy bar slowly decreases every time you have an argument with a hard object.

Once all the red cars are out of the way you can chase Mr Angelo in his very distinctive yellow vehicle, and with him out of the way you can move onto the next city (level).

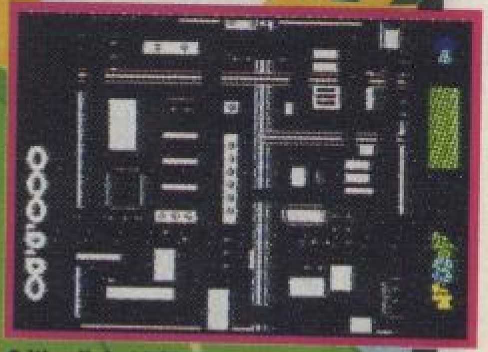
COMING OR GOING?

My first impressions of *Miami Chase* weren't good. The difficulty level has been set way too high. I found it amazingly tough to control the car, and when I finally managed it, both ends of the vehicle look so similar I didn't know whether I was coming or going (story of my life).

The cop cars are the biggest pain as they hassle you continually. You would have thought that an F-40 is pretty unforgettable but they stop you so often it just gets silly.

In short, even though the game is graphically pretty good, the dratted police cars quickly crush any impulse to continue play.

● 45%



● It's all dark! Oh, it's the radar



● 'Ello, 'ello, 'ello, who do we think we are then, sir, Sterling bleedin' Moss?

MARK



Oh, I see. *Miami Chase* is impersonating *All Points Bulletin*. (Shame it forgot about the great jokes and smooth graphics, really.) The layout of the scrolling city streets is pretty plain but the way the cars move around it is unbelievable. If you turn a corner, the car is rotates through 45 degrees twice. The most annoying thing is that if you accidentally bump into any of the buildings or cars — and it's almost impossible not to — a cop car pulls you over to the side of the road and apologises for doing so! It wouldn't be so bad but half the time it's the dratted cop that pushed you into the building in the first place!

● 40%

Rating

Could have been good but has too many aggravating elements

PRESENTATION	57%
GRAPHICS	53%
SOUND	50%
PLAYABILITY	35%
ADDICTIVITY	34%
Overall	**42%**

The Untouchables

THE HIT SQUAD £3.99

Okay, blue eyes, it's the big sleep for you, you're on a one-way trip to concrete boots land.

The 1920s were a tough time: prohibition was in full swing and Al Capone was the king of the underworld. In *The Untouchables*, you play Elliot Ness and his fearless band of 'Untouchables' (try it and you get a slap round the face) who must bust Capone's lucrative liquor distribution network.



● Find that violin case quickly, the concert starts soon (ho ho)

● Save the baby from a fate worse than Jeremy Beadle (gasp!)



The game follows the excellent film very closely, six levels packed with action, from collecting evidence damning Capone to killing his top hitman at the end of level six. Like the film there's never a let up in the pace; it's slam-bang action all the way as the player's thrown from one situation to the next. It was this that attracted me to the game when it was first reviewed. So with *The Untouchables* now available for four quid, if it isn't in your software library soon you're completely hatstand.

● MARK

Rating

PRESENTATION	90%
GRAPHICS	91%
SOUND	80%
PLAYABILITY	89%
ADDICTIVITY	90%
Overall	**92%**

A CRASH Smash

Bubble Bobble

THE HIT SQUAD £3.99

One of my all-time favourite coin-op conversions reappears on the Speccy! There can't be many people who don't know the plot for *Bubble Bobble*, but if you've been down a pothole or on the moon for the last few years, here's a quick explanation...

Bub and Bob are two cute little dinosaurs who've been trapped by the evil Baron Von Blubba. The task ahead of them is, in theory, a simple one: blow bubbles to trap the various attacking creatures then pop them. When all the opponents have been vanquished, collect the fruit, candy and other assorted goodies for extra points then fly off to the next of the hundred screens.

In addition, there are bonus help thingies. For example, bursting a water-filled bubble sends a stream gushing over the platforms, washing away any creatures it picks up in its flow.

It's been a few years since I've played *Bubble Bobble* but it's still as addictive today, if a little slow. The first 50 or so screens are fairly easy to complete if you have a mate to help but the last few are real swines: the final battle with the Baron is a particular example.

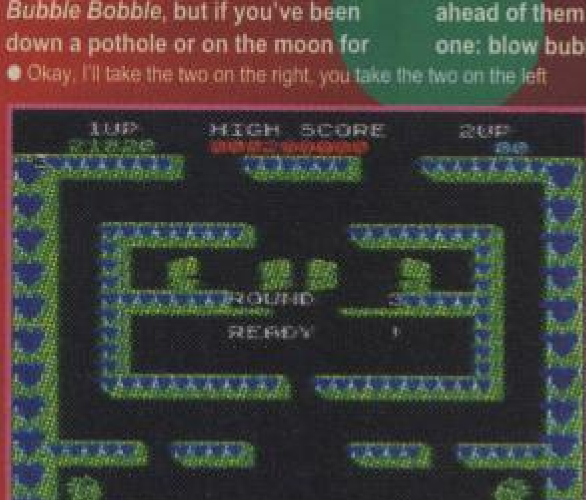
In short, *Bubble Bobble* is one of the most playable platform games around!

● MARK



● Forever blowing bubbles, that's Bub and Bob

● Okay, I'll take the two on the right, you take the two on the left



Rating

PRESENTATION	78%
GRAPHICS	74%
SOUND	61%
PLAYABILITY	90%
ADDICTIVITY	90%
Overall	**88%**

Paris To Dakar

CODE MASTERS £3.99



When the question 'Who wants a dirty weekend in Paris?' was asked in the office, NICK ROBERTS was only too keen to oblige. What we didn't tell him was that it involved travelling down to Africa on a dirty road (ha ha!)!

Software companies seem to have seen the faults in their road racing games and attempted to rectify them. Take *Paris To Dakar*, for example. It gives the player the choice of three different vehicles to play with, and choice is what many earlier games were lacking.

The idea of the game is to race your chosen vehicle from Paris to Dakar, encountering various styles of road en route. You can choose to race on a motor bike, in a Metro (bizarre, isn't it?), or a truck. Each have different strengths and weaknesses and can cope better with certain types of terrain.

France is full of fast road action, Spain has rocky off-road racing and there are plenty of sand dunes to be jumped in the Sahara desert before you reach Dakar.

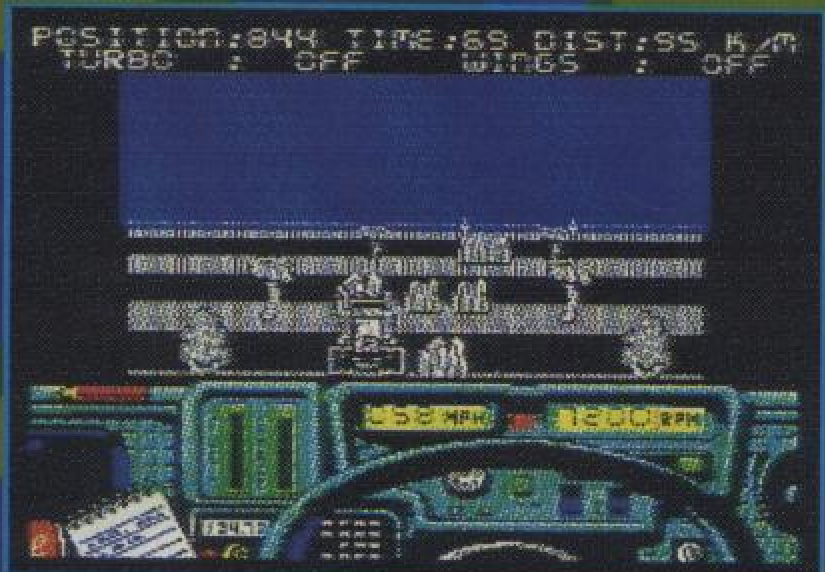
FOR THE WINGS OF A DOVE

Along the route there are icons to collect which improve your vehicle's performance. Turbos send it into super speedy mode (and probably the nearest bush), wings make you stay in the air longer when you go over a ramp, fuel keeps the tanks stocked and damage decrease the damage-o-meter by 15 points.

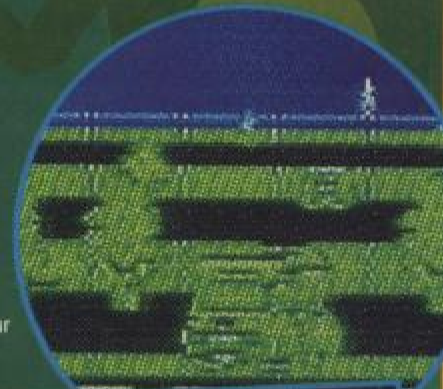
As well as keeping your eyes on the road, the damage and fuel meters need to be monitored. If one of them falls to zero the game's over and you have to fly back to Paris in disgrace.

Just like author Lyndon Sharp's previous game, *750cc*, the graphics are all in detailed monochrome and the game moves far too fast. Most of the time all you can see is a jumble of sprites: rocks, bushes and icons zoom all over the place at such speeds you'll probably run into a boulder and miss the icons altogether!

couldn't stand playing *Paris to Dakar* for long, there are much better race games about. It's not often said about a Spectrum game, but this is just too fast to be playable (can we try to keep to the speed limit next time, Lyndon?). ● *62%*



● Keep on trucking on the busy road



● The turbo is now on, what's the betting your bike goes into the back of that Metro?

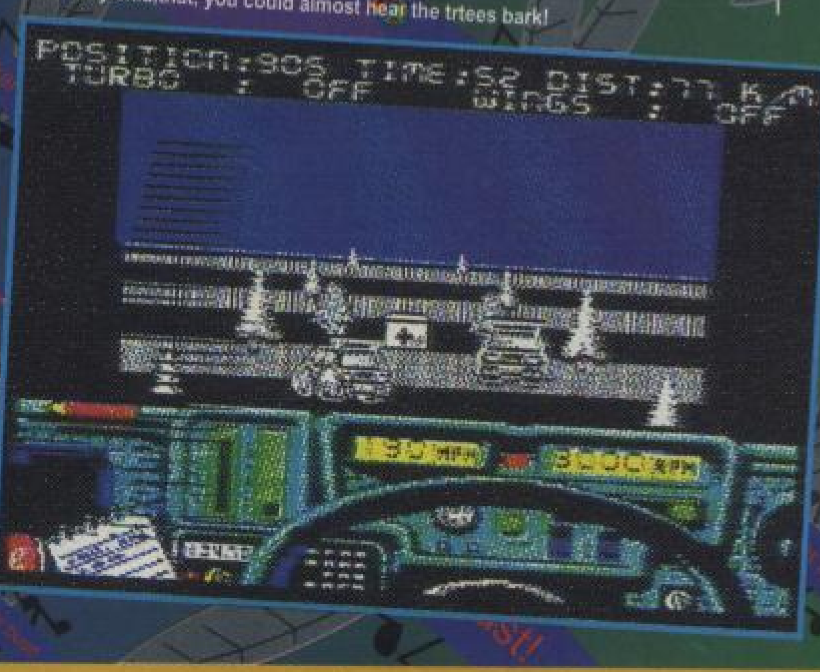


MARK



Aaaargh! Where's me sun shades? I've gone blind! Y'see punters, the horrible stripey road effect on Paris To Dakar isn't too kind on the old peepers. I wouldn't mind so much if the game was a more playable but it's a very average racer. True, there's a choice of three vehicles to drive, but what's the point of even trying to get from A to B (or Paris to Dakar) if the road is so treacherous you invariably wreck your vehicle within 30 seconds? Apart from the moving objects, there are boulders strewn all across the track. It's very difficult to miss them and I've given up trying (I just plough straight through them). It's all too uncontrollable to be playable. ● *38%*

● A nasty skid,that, you could almost hear the trtees bark!



Rating

A simple — and *fast* — race game with the added bonus of three vehicles to choose

PRESENTATION	56%
GRAPHICS	55%
SOUND	46%
PLAYABILITY	47%
ADDICTIVITY	45%
Overall	50%

Manchester United Europe

KRISALIS £11.99 CASSETTE ONLY





Following the success of their previous Man United game, Krisalis now take the team to Europe for a super challenge. 'Oh, I'll just pack my bags and see it in Italy, then,' says a deluded MARK CASWELL. Oh no you don't, matey (come back 'ere!)...

I knew they had to appear soon. Tons of footy games have finally descended upon us. The only problem is how to review this one — we've seen so many football games now I'm tempted to say `Look, it's just like the other games: kick the ball up and down the pitch and score goals.'

But I don't want to be sacked and so here's a rundown of the game's features (ie, the twiddly bits you mess around with before you kick the ball).

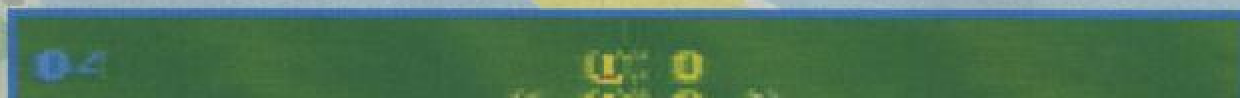
EUROPE, 1992 AND ALL THAT

As 1992 is almost upon us, it's very cosmopolitan; it first asks you to pick a language, English, French, German, Italian or Spanish. Having shown off to your mates by picking a foreign language, choose a league from UEFA Cup, European Cup and Cup Winners' Cup.

Up pops the neat options screens. It's ten icons allow you to tweak certain aspects of the game or view the league tables. You can change the formation and position of your players, set the match length, change the manager or team name, view the stats for your or your next opponents' team and, most importantly, choose whether you want to play the match or just watch a print-out of the final score.



● Want a friendly match? Here's the place to find one



● I never knew Bryan Robson looked like that

WILL

This footy sim looks great, with plenty of options and smart presentation graphics. Everything goes well until the managing bit is over and you play a match. This is where the game not only trips up but falls flat on its face and gets run over by a juggernaut. The players appear as blobs of colour, the control method's awkward... it's all very strange that the match is so poor when the rest of the features are well presented. The difficulty of matches is a bit weird: Man United, supposedly one of the best British teams, is often beaten by an unknown team from Luxembourg. *Manchester United Europe* could have been great but sadly it bites the dust due to the awful match.



● 50%

CLASHING MATCH

So, the match. Is it any cop? Not really. Whereas the option screens are very well planned and executed, the matchplay is poor. Viewed from above, the sprites are poorly defined and lack speed. Add to that the horrible player colours (red and yellow), which clash with the green of the pitch, and it's a strain on the eyes.

Control is sluggish — many times I swore at a player because he was crippling along like a snail. But we've one thing to be thankful for: a league system has been included so you can challenge a mate to see who can

It's a goooaall!
The definitive icon guide!



These four icons enable you to choose which cup you wish to play for

Click here to arrange a friendly match

This icon calls up the stats on your team and the next opponents

Click on here to save or load a game

This icon changes the team formation

Click on this icon to move to the next screen

This changes details such as club or manager name

Click here to change details you are unhappy with

battle through the most matches and hold the coveted cup at the end of the game.

Sadly, the well executed option screens don't make up for the lack of a decent arcade football section.

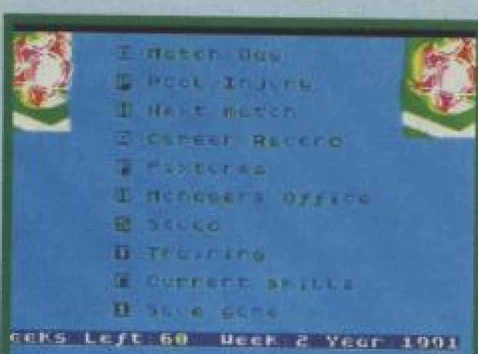
● **50%**

Rating

The unplayable match lets down the great Management element

PRESENTATION	54%
GRAPHICS	56%
SOUND	40%
PLAYABILITY	51%
ADDICTIVITY	49%
Overall	**50%**

Professional Footballer
CULT SOFTWARE £2.99



● The main menu with its ten options

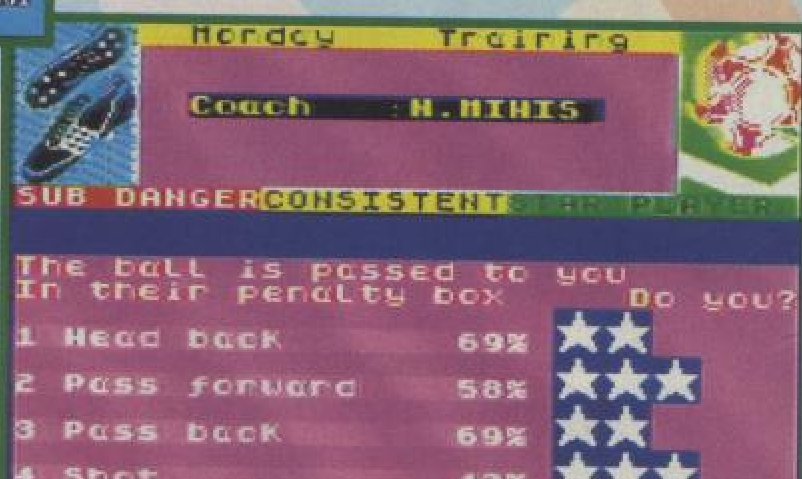
You're a pure-bred player without a hint of leadership potential, 'totally at your manager's discretion as to whether you play or are dropped from the squad'.

Strange as it may seem for a simplistic-looking football manager game, *Professional Footballer* is multi-load. In the first part, you choose your position, nationality and the year — anything up to 9999 AD! After another load, the main menu is presents ten options, including Training, Manager's Office, Save Game, Fixtures and so on — the usual milarky.

Unfortunately, the only two features relevant to the game are Training and Go To Match. The others seem to be there just to look good on the menu and packaging; they merely allow you to view records and tables or make minor changes. Mind you, this does cut down on time between games: all you have to do is train twice then go to matchday.

This might be an asset if the training method and match weren't so peculiar. In training you're asked a football tactics question (eg, Free kick: what do you do?) and offered four possible answers. Unfortunately, none are necessarily correct. They have a percentage chance of being right next to them along with the number of stars awarded if you select the right answer. So, none of the answers are right but you need six stars to stay in the team. Oh dear.

My luck hasn't held out that long yet and I always manage to get relegated to the subs in my first game and the reserve subs in my second. The match is basically the same, only in-between the questions you get little reports on what's happening.



● This training section looks more like a quiz show

And that's just about it. *Professional Footballer* has the makings of a neat game, but as it stands it's unambitious with an infuriating training method.

● **25%**

Rating

PRESENTATION	20%
GRAPHICS	15%
SOUND	N/A
PLAYABILITY	20%
ADDICTIVITY	25%
Overall	**25%**

First Division Manager

Code Masters £3.99

Now our chums at Codies are having a crack at this football management lark and — ye gods! — it would appear they've had a taste of beginners' luck! WILL EVANS sits behind the manager's desk and checks out the field of play.





● The all (self-)important manager's desk with useful items. Make sure you keep your feet of the table!

It's good to see that everyone's comments on footy management games have sunk into at least one company. Y'know, things like good presentation, graphics, ease-of-use and an interesting match.

Code Masters's *First Division Manager*'s many features are accessed from a main, graphically attractive screen. The scene is your office and to access a section of the game you click the pointer on the appropriate piece of office equipment: telephone for phone calls, filing cabinet for records and secretary to go to match (a bit odd that one, never mind).



●The man at the listening bank tells you where to go



●Here we are playing the game, tackling and dribbling, (from our comfy chairs, of course)

Yes, you're the manager of a first division soccer side, with the option of a superleague. You have to take your team to the top of the league, with the possibility of a cup win or two along the way. There are loads of features: buying transfers, team formations, real players, choice of club name, coaching advice, physio and phone calls to your bank manager and, of course, the match.

MATCH COMMENTS

Ah, the match. That's always a proving point in management games. What format does it take here? *Weeeell*, it's a small picture of the players (bird's eye view) at the top of the screen to show you where the ball is and a running commentary at the bottom. Doesn't sound too good but it works surprisingly well and creates a great atmosphere.

Your team's performance can be improved by following the training tips your coach provides — just pick up the phone and give him a call. There's also a neat feature whereby you can call up the bank manager (he's ever so friendly) and ask for a loan of £25,000 at a very reasonable interest rate.

MAKING IT FUN

Many hours can be spent buying cruddy players and training them, or, if you like, you can buy world class players straight off. Much hilarity ensued when we put names of the CRASH team in the team: Nicko was the prime candidate for goalie because he'd fill the net and any player called Lloyd Mangram seems to do uncannily well.

Make no mistake, for all its gloss and features *First Division Manager* is still a strategy-oriented game at heart. But it's very, very good and even if you haven't fancied one before this could be the one to get you playing football manager games. ● 85%



● The team to win the league? None of us are very well trained

MARK



First Division Manager is a very good footy game (and unusually there isn't `Simulator' at the end of the title). All the functions are easily accessed from the manager's desk — there's even a radio on top of the filing cabinet to switch on a jolly little tune! Even though the match is little more than a running commentary along the lines of 'so-and-so passes the ball to someone else', I found the game very absorbing. *First Division Manager* gets a big thumbs up from me: I'm over the moon, Brian. ● 86%

Rating

Graphics, sound and great presentation, everything that a management game should be!

PRESENTATION	86%
GRAPHICS	75%
SOUND	79%
PLAYABILITY	82%
ADDICTIVITY	80%
Overall	**86%**

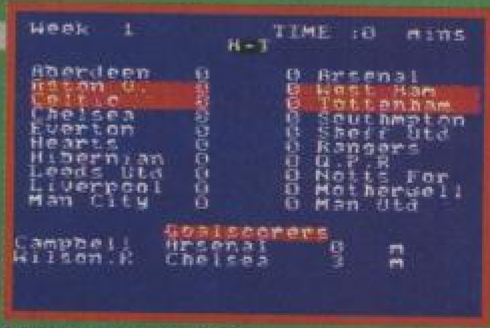
2-Player Soccer Squad

CULT SOFTWARE £2.99

Another footy game (must be the weather). Choose your team from the new British Superleague, decide whether you're a player manager or not, and get on with the game.

As in the other Cult games, everything is accessed from a main menu, but unlike even the most humble footy games, the options in *2-Player* appear to have no effect on the game whatsoever.

You can't change much, apart from switching current team members with subs, who are useless anyway, so there's not much point, and some are strangely `unavailable'. There's no training option, no physio, and you can only enter the transfer market after week nine and before week 30 (that's assuming you still playing then).



● Exciting screen, eh?

The packaging lists 33 features and promises `much more'. It's only when you can't find all these features and examine the inlay more closely that you notice the message `Cult cannot guarantee that all the features are on all the versions' tucked away in the small print. Hmmph!



● Here's the menu. I wonder if the fish course is on today?

An option enables you to choose which speed the match itself is played at. Seeing as there's no action involved at all and you have no influence over it, I thought maximum, speed ten would get it over with quickly. Wrong! Even at top speed the match dragged on and on, and all you can see is a little report of the current score. Infuriating.

2-Player Soccer Squad offers nothing to the players with it's meaningless options. It simply isn't entertaining. ● WILL

Rating	
PRESENTATION	25%
GRAPHICS	12%
SOUND	N/A
PLAYABILITY	20%
ADDICTIVITY	13%
Overall	17%

Striker manager

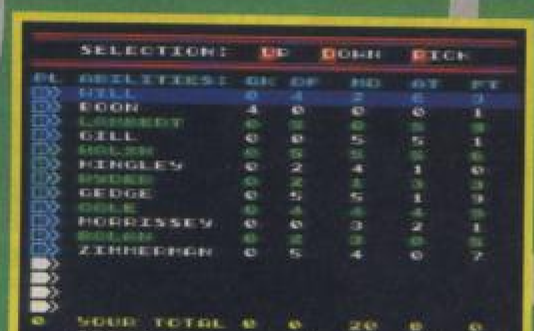
CULT SOFTWARE £2.99

Cult's latest of many football `simulations' has numerous features (none of them are new, however), such as load/save game, pick your nationality and change the 128 other team's names. An `interlude' follows while the computer puts all that together. Financial information is provides too, which I found mostly useless.

At last, into the main game menu, from which you can pick your team, coach 'em, train 'em, tell 'em how to play, buy/sell players (free transfer, actually), view your opponent's record and gaze upon the division table. You can also view a marksman table and a list of offers but both are curiously empty.

Once you have used all these features — a tedious process — you can look forward to an action-packed, nail-biting match.

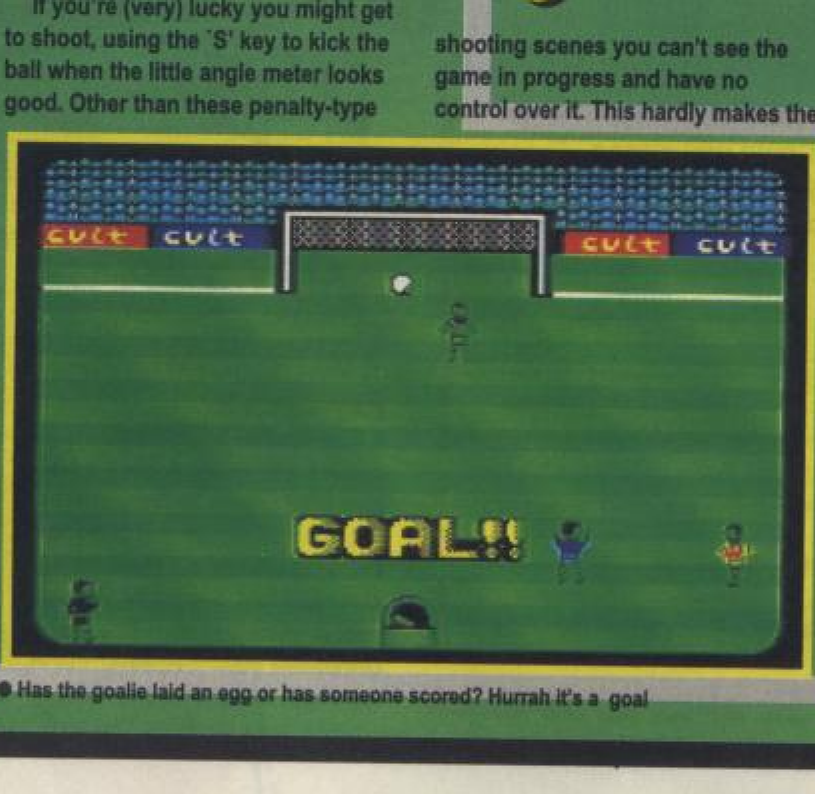
Sadly not. The `match' consists of messages flashing onto the screen: `your team attacking'. `your team defending' and `your team midfield' and identical messages for the other side. Every so often it says `The other team are shooting' and you get to see a tiny little sprite kick a football at your goal.



● Decisions, desisions, ho hum!

If you're (very) lucky you might get to shoot, using the `S' key to kick the ball when the little angle meter looks good. Other than these penalty-type shooting scenes you can't see the game in progress and have no control over it. This hardly makes the game interesting.

On the whole, a tedious game lacking anything to keep you playing beyond your first go. ● WILL



● Has the goalie laid an egg or has someone scored? Hurrah it's a goal

Rating	
PRESENTATION	25%
GRAPHICS	9%
SOUND	N/A
PLAYABILITY	25%
ADDICTIVITY	10%
Overall	25%

Behold! It is the Messiah!

No it's not (you fool), it's the next issue of CRASH, which hits the streets on August 15!

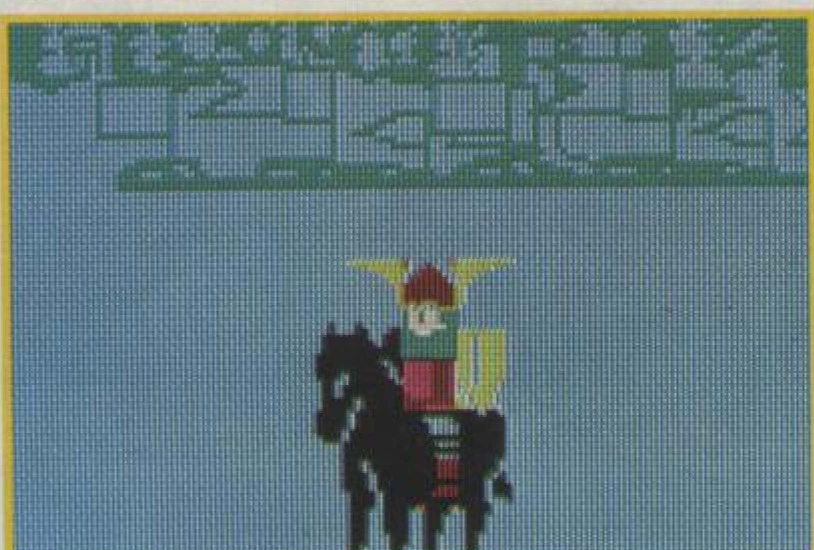
Next Month

When you've conquered the Land of Midnight, one problem lies ahead...

Doomdark's Revenge

THE COMPLETE GAME

The sequel to the stunning *Lords of Midnight* game comes to CRASH in full! Experience the wrath of Doomdark as he ravages through the Land of Icemark! More sophisticated, more tasks and more challenge with 6,000 locations and 48,000 panoramic views! You've gotta see it to believe it!



Hold on to that map!

Remember that map poster we gave you in Issue 90? You do? Good! Hope it's been useful for playing *Lords of Midnight* this issue. Don't lose it because on the flip side is the map of the Land of Icemark — you guide to getting around in *Doomdark's Revenge*. Without it you'll be up a gum tree without a banana (so don't use it to line the budgie's cage or anything).

Plus

Spy Vs Spy

From MAD comic, it's the craziest duo of madcap spies ever to appear! Can you escape from the embassy with the secret plans before your plane leaves?! A CRASH Smash, really addictive and an amazingly playable arcade adventure — excellent for one player, astounding for two simultaneous players! It's yours next month!



Good day to you, dear Newsie! Could you please reserve/deliver to my doorstep for me a copy of the world's best Speccy mag (ie, CRASH). Thanks! You're an absolute lush-cake!

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CRASH is published every month by Newsfield Publications Ltd (0584 875851) and is distributed by COMAG.

And, on Tech Tape

Psychedelia

A light synthesiser to help you create funky flashing graphics to rave with! Create groovy patterns, spooky light shows and all sorts of colourful effects! It's like dancing with rainbows, swimming through a pool of glistening stars (it's like completely outta this world, man!). Rave with it next month!

Phew!

Yes, it's certainly all happening and we'll reveal how to beat *Lords of Midnight* (in case you're stuck). Plus so much more! Be at the newsies on August 15 and grab a copy of CRASH — the magazine that goes `Ping!' when it's finished!



Select from the list below any *TWO* Spectrum, Amstrad, Commodore 64 or Atari XL/XE games or *ONE* Amiga or ST game - when you join the AIR CREW.

	SPECTRUM	AMSTRAD	COMMODORE 64	ATARI XL/XE	AMIGA	ATARI ST
Championship Run					❑	❑
3D Grand Prix	❑					
American Football	❑					
Arcade Fruit Machine	❑	❑	❑	❑		
Arcade Trivia	❑	❑	❑			
Ball Blasta			❑			
Bionic Ninja	❑	❑	❑			
Blinky's Scary School	❑		❑	❑	❑	❑
Death Chase	❑					
Draconus	❑		❑	❑		
F1 Tornado	❑	❑				
Fantastic Soccer			❑	❑		
Full Throttle 2	❑					
Full Throttle	❑					
Jasper	❑					
Jocky Wilson's Darts	❑	❑	❑	❑	❑	❑
Kick Box Vigilante	❑		❑			
Las Vegas Casino	❑	❑	❑	❑		
Mazie		❑				
Mirax Force				❑		
Mountain Bike Racer	❑		❑	❑		
Ninja Commando	❑	❑	❑	❑		
Para Academy	❑	❑	❑			
Para Assault Course	❑	❑	❑			
Phantom				❑		
Pro Go Kart Simulator	❑					
Psi-Droid			❑			
Rally Simulator	❑	❑	❑			
Sidewinder				❑		
Spaghetti Western	❑	❑	❑			
Speed Ace				❑		
Turbo Skate Fighter	❑					
World Soccer	❑	❑	❑	❑	❑	❑
Zybex	❑		❑	❑		

To join ***Captain Cockpit, Norman the Navvy, Gilbert Terracotta-Hatchbatch , Stan Grommet & the rest of the AIR CREW*** pick your FREE GAMES by ticking the boxes, complete this form, and send a cheque or postal order for **£7.99 (£8.99 overseas)** made payable to **Zeppelin Games Limited** at **The Air Crew**, P.O.Box 17, Houghton-le-Spring Durham DH4 6JW.

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DOB: __/__/__ Computers Owned: ❑ Spect ❑ Amst ❑ C64 ❑ XL/XE ❑ Amig ❑ ST ❑ PC ❑ Console


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